USER MANUAL

Version 1.2 - October 2014

MultiReview.

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What's New?

In the User Manual the icon NEW ! has been added on the left margin to highlight information on new and updated features.

NEW ! The changes linked to new features in version 1.2 are listed below.

New functionality

- Keywords on Markers,see"Keywords on Markers" in Chapter 3.2 on page 12.
- Specification about how to add or edit "Keywords" on Mark or clip is in Chapter 6 on page 82.
- In this version you are allowed to go to "Full Screen Mode" mode in all the modes. See Chapter 3.4 on page 23.
- In Highlight Mode,now when you are creating clips,"Clip Duration" is displayed in Timecode Bar.See Chapter 5.2.3 on page 52.
- You can decide what kind of name you would like to apply to clips in Highlight Mode,see "Auto Clip Naming" Chapter 5.2.4 on page 53.
- In Highlight Mode,presently you can "Inserting Clips" before the certain clip.See Chapter 5.2.6 on page 54.

Changed functionality

- The view of "Event List" has been changed, please see Chapter 3.6 on page 32.

1. Product Overview

1.1. Description

The MultiReview application is a new tool for users who work in OB VA/Mobile Production Truck to monitor and control the live production in the sports field. MultiReview can view and browse all the record channels of a production with minimum bandwidth consumption. This new perspective combined with new features will help the Live sports crews to do their jobs more efficiently

MultiReview works with XT3 servers and Multicam 12, the Low-Res of the servers. MultiReview can be controlled by Shuttle Pro.

MultiReview can be used in Offline/Standalone or in Online mode.

In Offline Mode, you can browse all cameras of the network without attaching to an XT3 server and coordinate a replay sequence without directly controlling it over an XT3 server channel.

In Online Mode, you have to attach to one of the XT3 LSM servers present in the network to browse all network cameras, to create playlists or to load a camera to the preview channel. This mode is required to work in conjunction with a XT server of the network.

1.2. Minimal Requirements

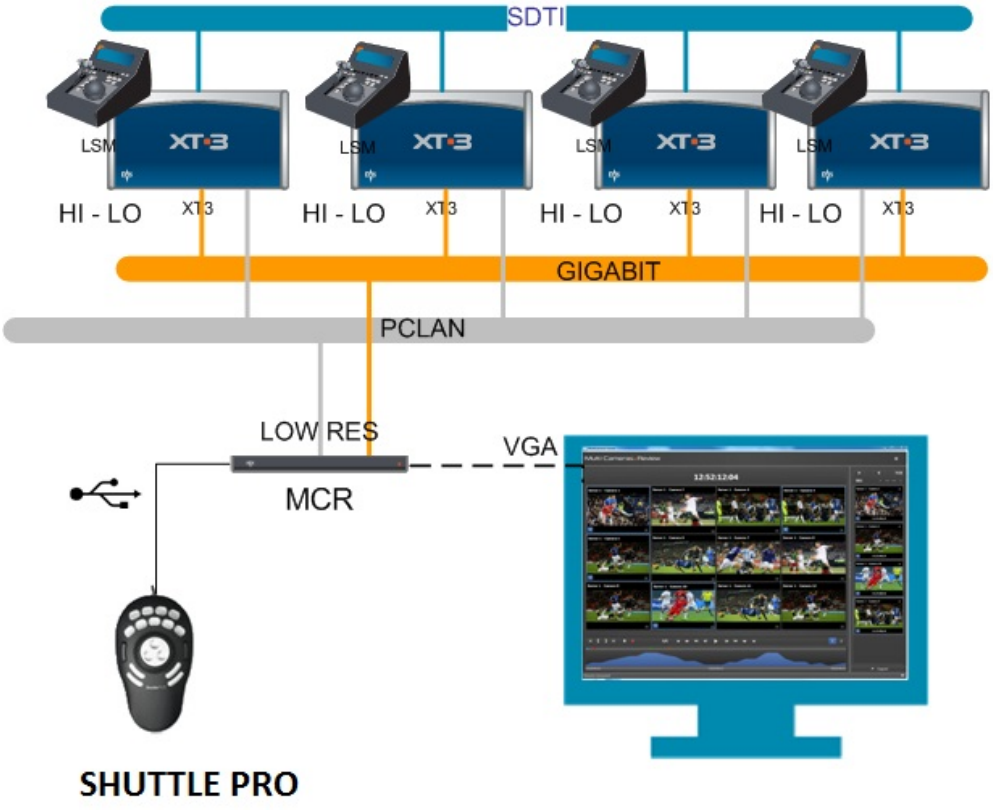
The minimal hardware and software requirements are the following:

- **LSM:**
  - XT3
  - MU12.02 RELEASE and MU12.05 RELEASE
- **MultiReview:**
  - EVS PC 1U
  - OS: Windows 7 Pro 64 bits
  - Microsoft.Net Framework 4.5

1.3. General Setup

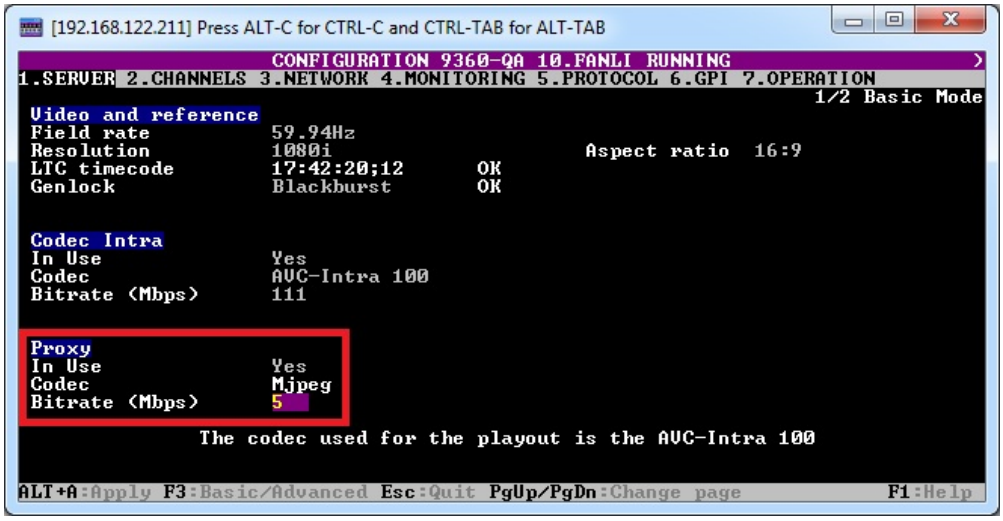
1.3.1. Typical Workflow

The diagram below displays a typical MultiReview workflow.



Note
All server have to be set with the same local time, otherwise the mosaic will not work properly.

1.3.2. Config XT


[192.168.122.211] Press ALT-C for CTRL-C and CTRL-TAB for ALT-TAB
CONFIGURATION 9360-QA 10.FANLI RUNNING
1.SERVER 2.CHANNELS 3.NETWORK 4.MONITORING 5.PROTOCOL 6.GPI 7.OPERATION
1/2 Basic Mode
Video and reference
Field rate 59.94Hz
Resolution 1080i Aspect ratio 16:9
LTC timecode 17:42:20;12 OK
Genlock Blackburst OK
Codec Intra
In Use Yes
Codec AVC-Intra 100
Bitrate (Mbps) 111
Proxy
In Use Yes
Codec Mjpeg
Bitrate (Mbps) 5
The codec used for the playout is the AVC-Intra 100
ALT+A:Apply F3:Basic/Advanced Esc:Quit PgUp/PgDn:Change page F1:Help

Multicam Version: MU12.02 RELEASE and MU12.05 RELEASE

Licences Codes:

- LoRes
- Multicam LSM

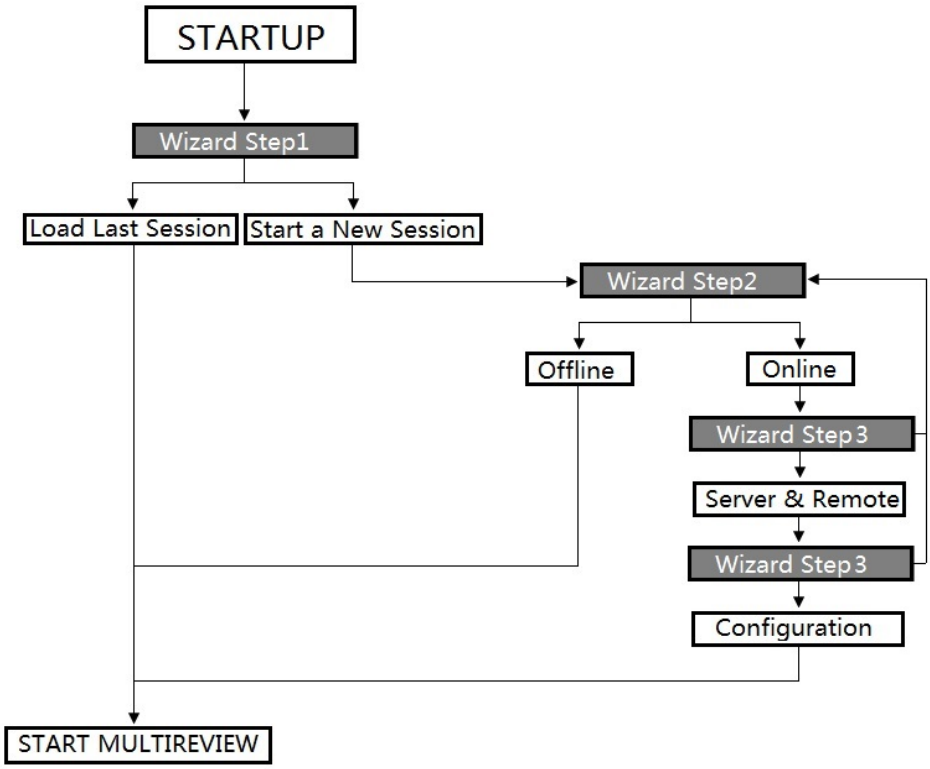
Note
The bitrates can be set to 3 Mbps or 5 Mbps.

Note
MultiReview will use the keyword file distributed on the SDTI network, on the Multicam side, and the keyword file parameter has to be set to **'SERVER'**.

2. Startup

2.1. Workflow Overview

To start the MultiReview application, the following workflow has to be followed:



2.2. Loading the Last Session

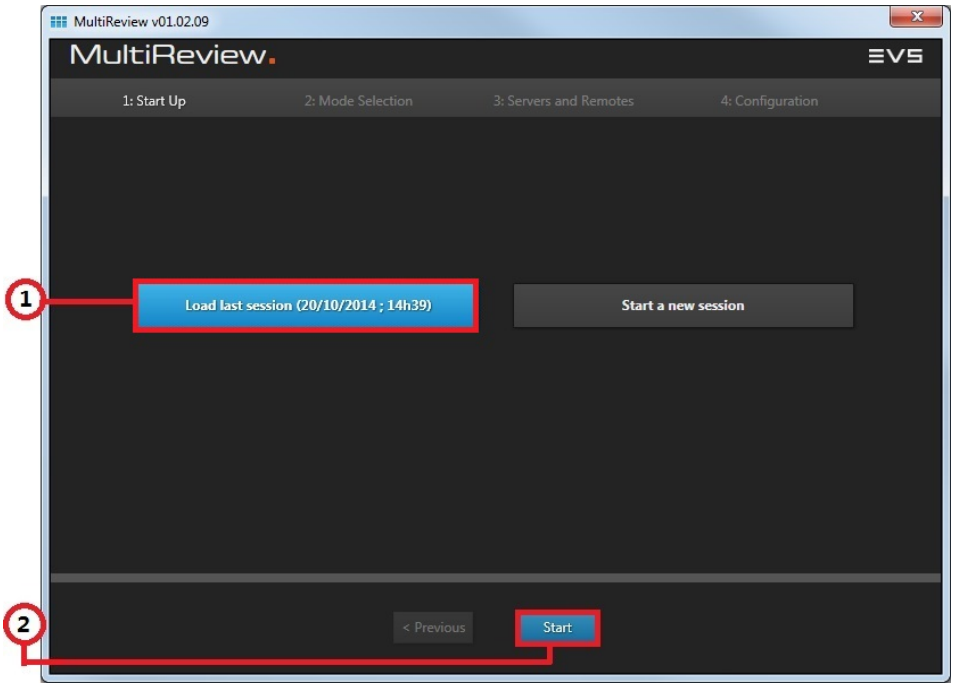
Introduction

Load Last Session allows you to reload the last saved session. It reloads the entire configuration including events, markers, server/remote configuration and layout. The date and time reminds you when this configuration has been saved.

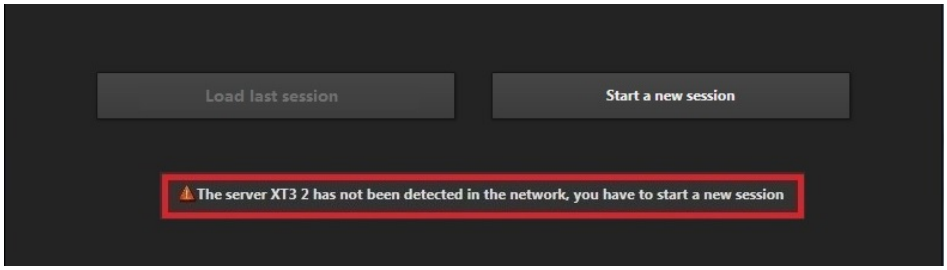
How to Load the Last Session:

To load the last session, proceed as follows:

1. Double click MultiReview application icon .
2. Click the **Load Last Session** button, and then click the **Start** button.



Note
If the server that was attached the last time has not been attached yet, you cannot load the last session.You have to start a new session.



2.3. Starting a New Session

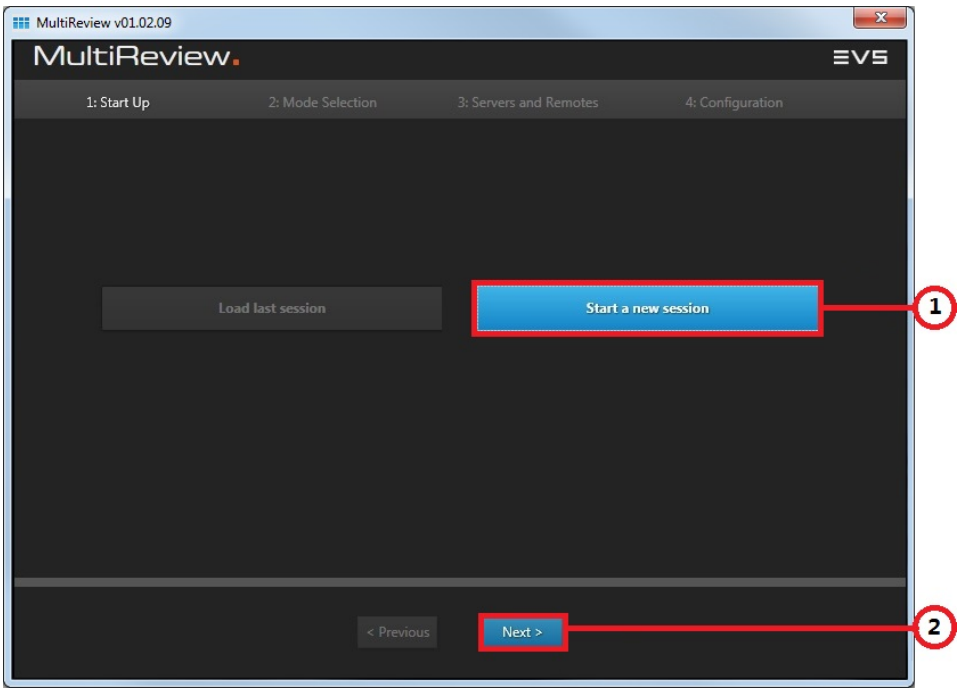
Introduction

Start a New Session allows you to do new operations via different modes supplied.

How to Start a New Session:

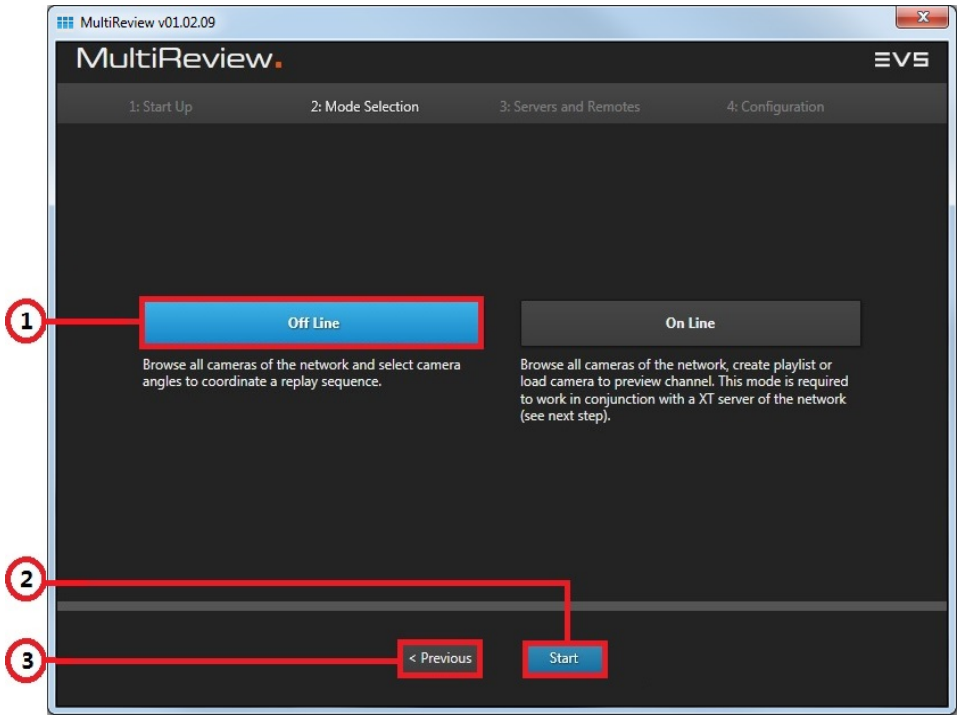
To start a new session, proceed as follows:

1. Double click MultiReview application icon .
2. Click the **Start a new session** button, and then click the **Next** button.

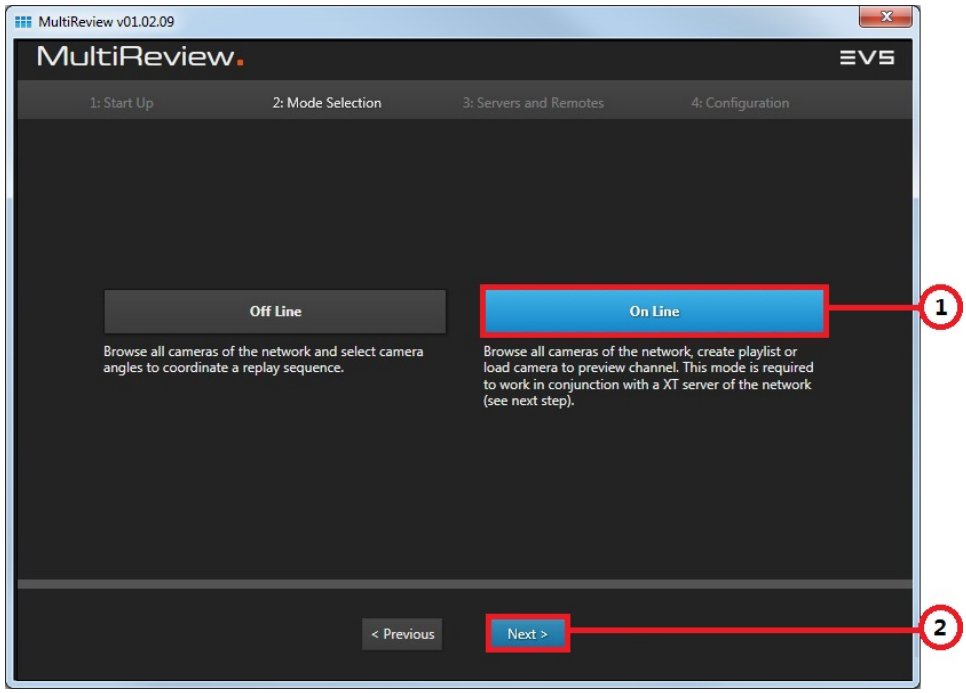


3. Do one of the following:

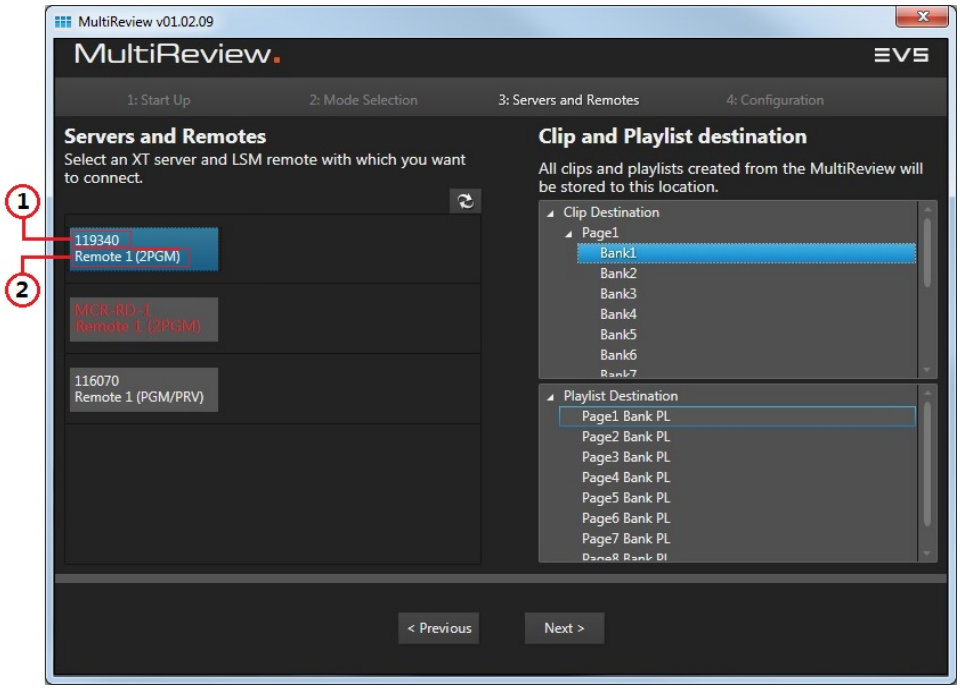
- To browse all cameras in the network and create a play sequence without attaching to a server, select **Offline** (=**Standalone Mode**) and click the **Start** button.


MultiReview v01.02.09
MultiReview.
EVS
1: Start Up
2: Mode Selection
3: Servers and Remotes
4: Configuration
Off Line
Browse all cameras of the network and select camera angles to coordinate a replay sequence.
On Line
Browse all cameras of the network, create playlist or load camera to preview channel. This mode is required to work in conjunction with a XT server of the network (see next step).
< Previous
Start
1
2
3

- To attach to a server and remote, select **Online** and click the **Next** button. Continue to Step 5.

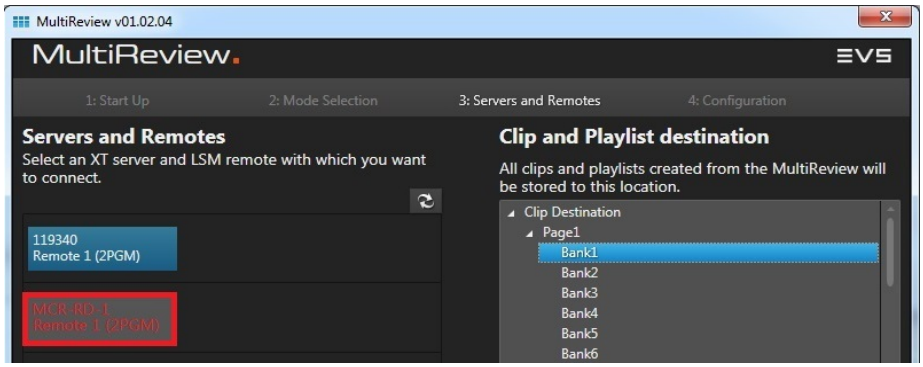

MultiReview v01.02.09
MultiReview.
EVS
1: Start Up
2: Mode Selection
3: Servers and Remotes
4: Configuration
Off Line
Browse all cameras of the network and select camera angles to coordinate a replay sequence.
On Line
Browse all cameras of the network, create playlist or load camera to preview channel. This mode is required to work in conjunction with a XT server of the network (see next step).
< Previous
Next >
1
2

4. In the Server and Remotes list, click the XT server and corresponding remote you want to attach to.

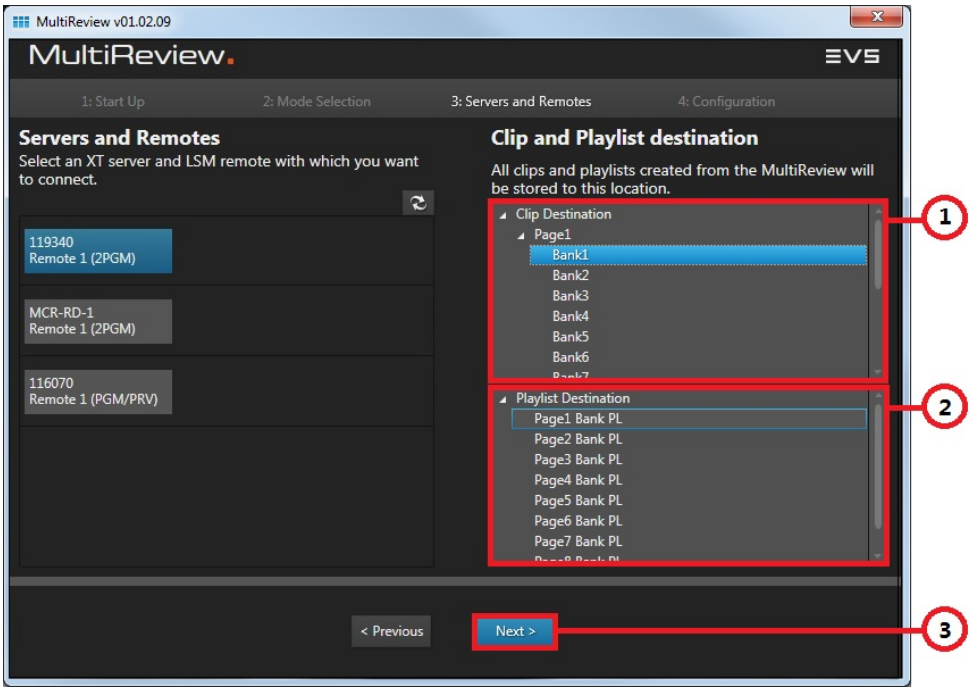


Note

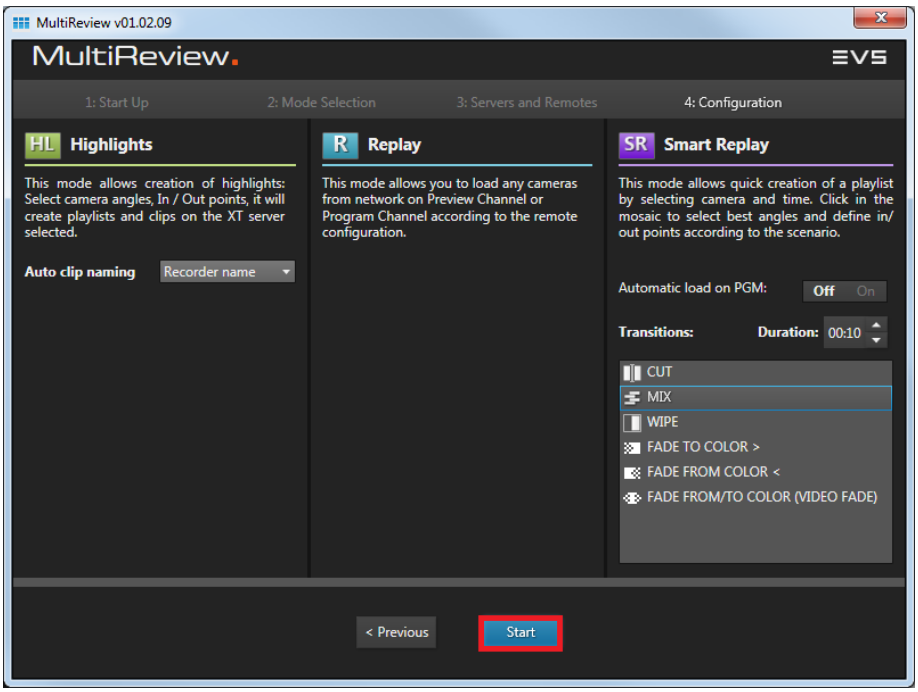
If the servers are not connected to GBE, they are highlighted in red in the Servers and Remotes list.



5. In the Clip Destination list, select a bank.
6. In the Playlist Destination list, select a bank and click the **Next** button to continue.



7. Review the settings of the three modes: Highlights, Replay and Smart Replay.


MultiReview v01.02.09
MultiReview.
EVS
1: Start Up
2: Mode Selection
3: Servers and Remotes
4: Configuration
HL Highlights
This mode allows creation of highlights: Select camera angles, In / Out points, it will create playlists and clips on the XT server selected.
Auto clip naming
Recorder name
R Replay
This mode allows you to load any cameras from network on Preview Channel or Program Channel according to the remote configuration.
SR Smart Replay
This mode allows quick creation of a playlist by selecting camera and time. Click in the mosaic to select best angles and define in/out points according to the scenario.
Automatic load on PGM:
Off
On
Transitions:
Duration:
00:10
CUT
MIX
WIPE
FADE TO COLOR >
FADE FROM COLOR <
FADE FROM/TO COLOR (VIDEO FADE)
< Previous
Start

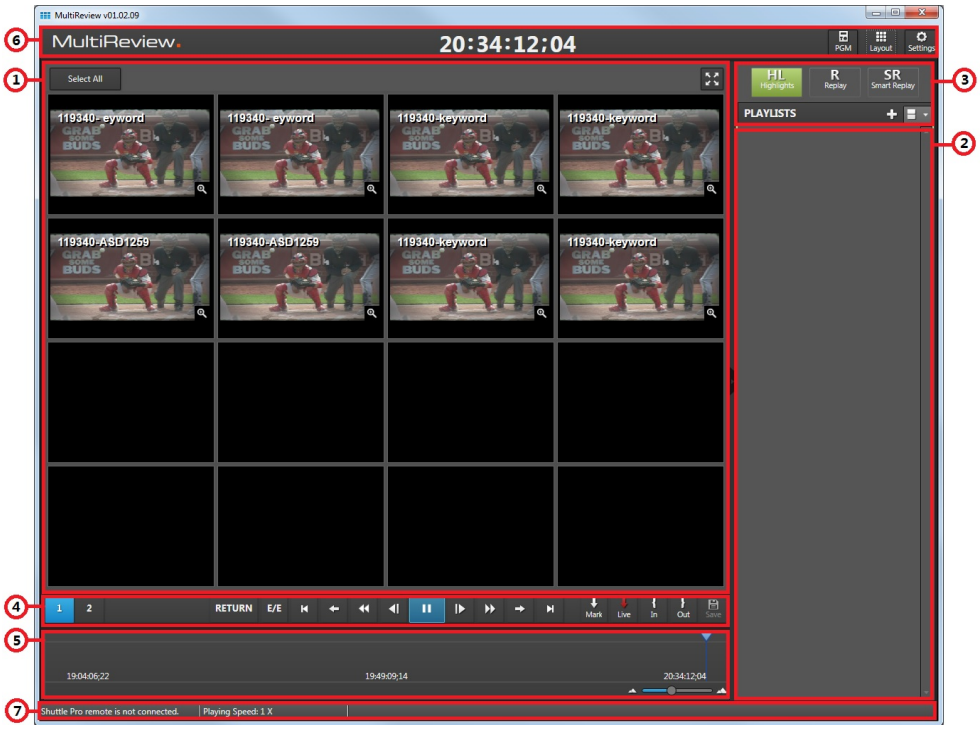
8. Click the **Start** button to proceed to the default application page.

3. User Interface

3.1. Overview

Illustration:

The MultiReview user interface contains the areas highlighted on the screenshot below.



Area Description

The table below describes the various areas of the MultiReview user interface.

Part	Name	Description
1.	**Mosaic area**	This area contains the mosaic of maximum 16 record channels per view.
2.	**Event List**	This area contains thumbnails of events. An event list is a list of camera selections related to a same action.
3.	**Interactivity**	This area contains the interactivity between MultiReview and servers described by three modes:Highlights mode, Replay mode and Smart Replay mode.
4.	**Transport**	This area contains different commands. The functions of them are sent simultaneously to all channels.

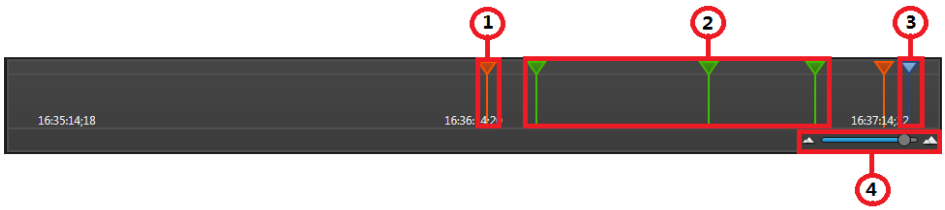
Part	Name	Description
5.	**Timeline**	This area contains a timeline marker controller.
6.	**Status Bar**	This area contains: • Information about the connection with the Shuttle Pro • Information about interactivity with the server • Information about creating playlists or clips
7.	**Title Bar and Configuration bar**	This area contains Application name, time box, Layout configuration and Setting menu.

3.2. Timeline and Timecode

3.2.1. Timeline

Illustration

The Timeline contains the areas highlighted on the screenshot below:



Area Description

Part	Marker	Description
1.	**Event Marker**	Marker indicating a particular event. Each time a new event is created with at least one camera inside, an event marker in Highlight mode there are no event markers.
2.	**Cue Point**	Cue added via Mark or Live.
3.	**Zoom Area**	Used to change the time scope of the Timeline by zooming in and out. • Maximum zoom: the visible scope is 1 minute. • Minimum zoom: the visible scope is 24 hours. • Zoom rates are divided into 1, 2, 5, 10, 20, 45, 90, 180, 360, 720, 1440 (minutes).
4.	**Current Timecode Marker**	Marker indicating the current timecode.

Time Scope of the Timeline

Depending on the situation, the timescope of the Timeline can differ. In E/E mode, the end of the timeline is the head of the record train (live).

Adding Markers

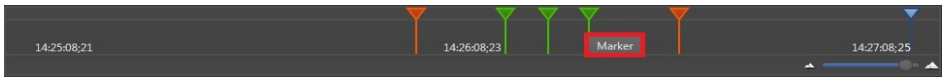
Cue points and event markers can be added to the timeline in two way:

- To add an event marker or cue point to the Timeline at the current timecode, click the **Mark** button.

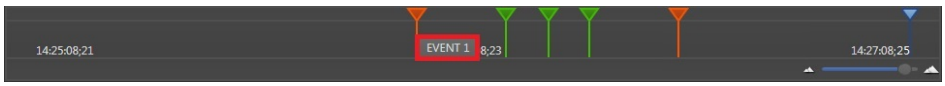
- To add an event marker or cue point to the Timeline at the live timecode, click the **Live** button.

Marker Name

The default name of a cue points is 'Marker'.



The default name of an event marker is the name as used in the playlist.



Keywords on Markers

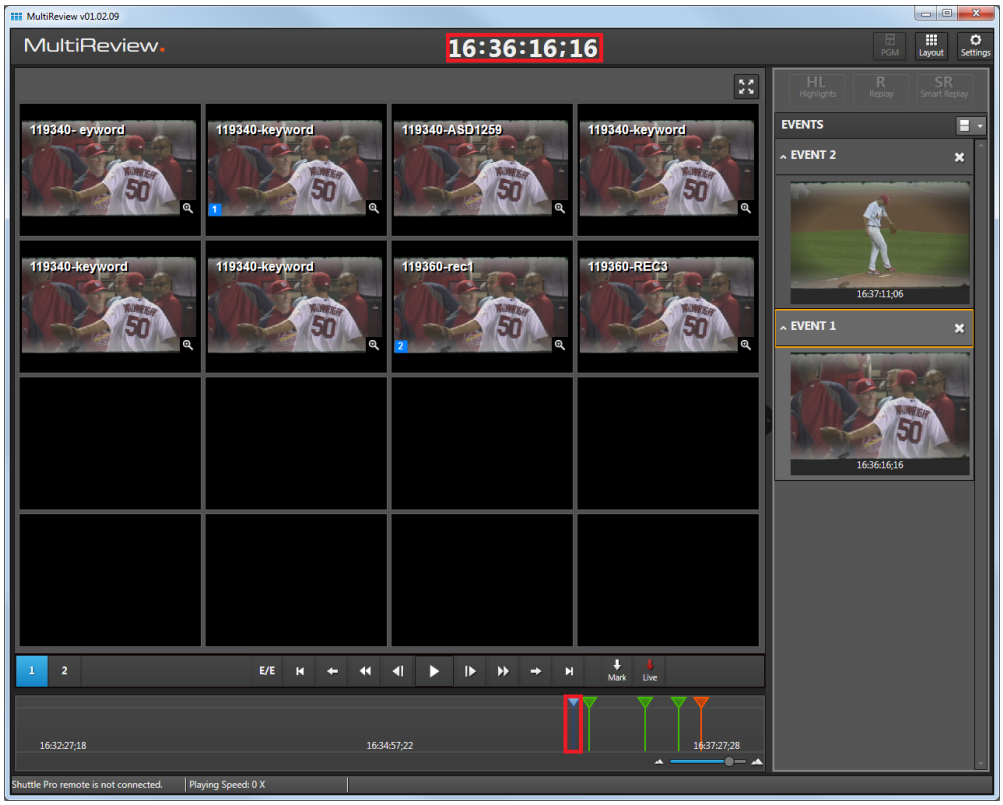
NEW ! You are allowed to add keywords on Marks or Live Marks when **Add Keywords on Mark** is **ON**(see section 8.3.2 How to Add Keywords on Mark).

	Description
KW	The button which is on **Green Marker** indicates this marker contains keywords. In addition, you can click the button to edit the keywords.
TACKLE - KOLITURNOVER - PASS	It shows the list of keywords of this marker when mouse is over the marker.

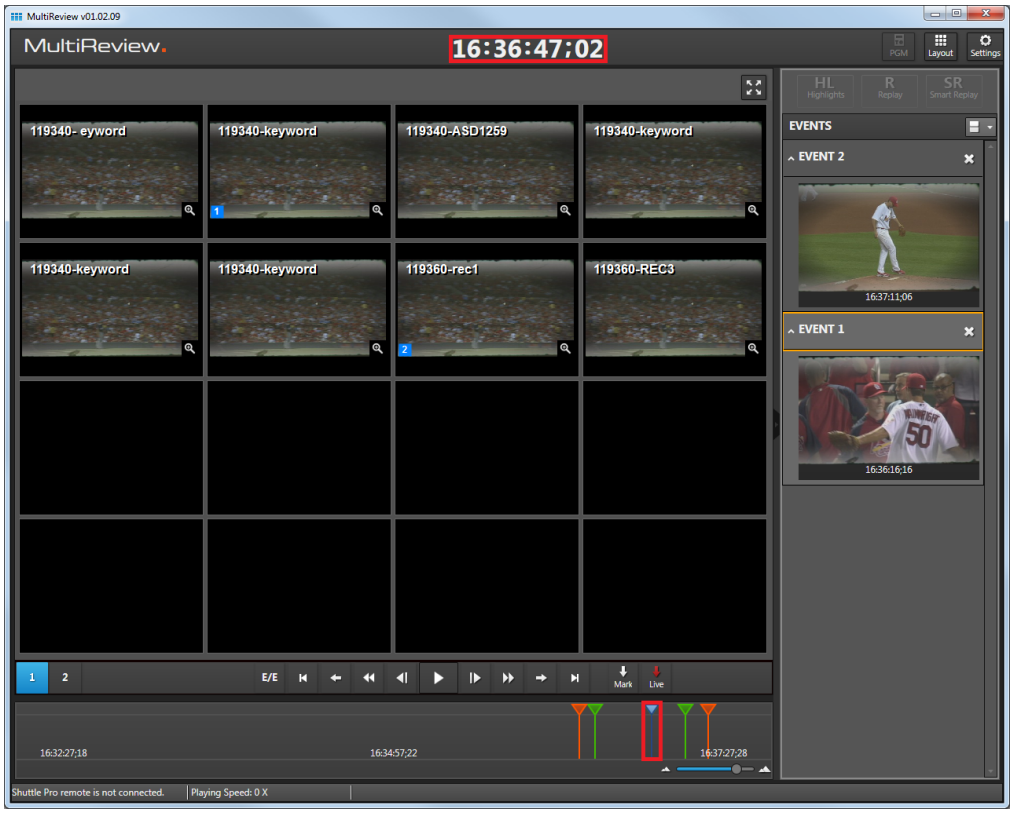
Marker Action

Double click a marker (green one or orange one) on timeline,

- Marker(green):you will set sources at the frame of this marker, and the blue marker will be set to be at the right place of the green marker.



- Event Marker(orange): you will load the event in the event list (it becomes the current event), and the blue marker will be set to be at the right place of the orange marker.

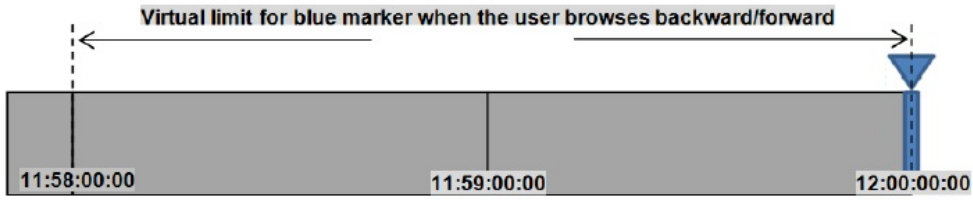


3.2.2. Timecode

Description

The screenshot below shows the **Timecode** area of MultiReview interface. Timecode is displayed by the blue marker on Timeline.

The format of Timecode is **Hour:Minute:Second:Frame**.



There are 4 modes on Timeline:

- EE
- Browsing train
- Browsing the clips defined by mark **In** and mark **Out** in the playlist
- Go to timecode

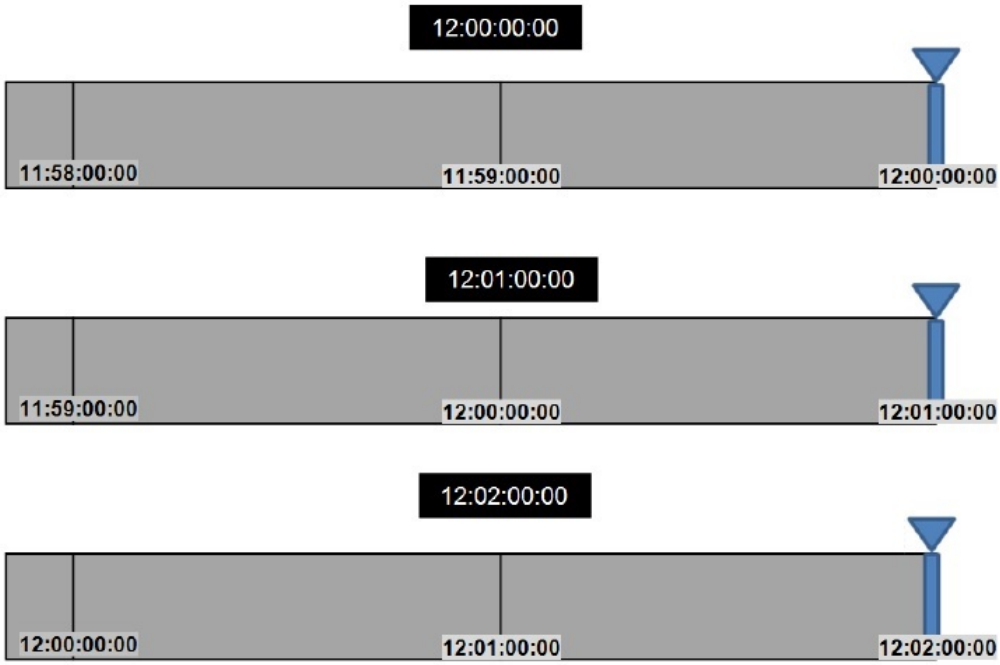
Timecode Mode

EE Mode

The timeline slides from right to left.

Blue Marker = Live Timecode.

The blue marker remains at the same place.

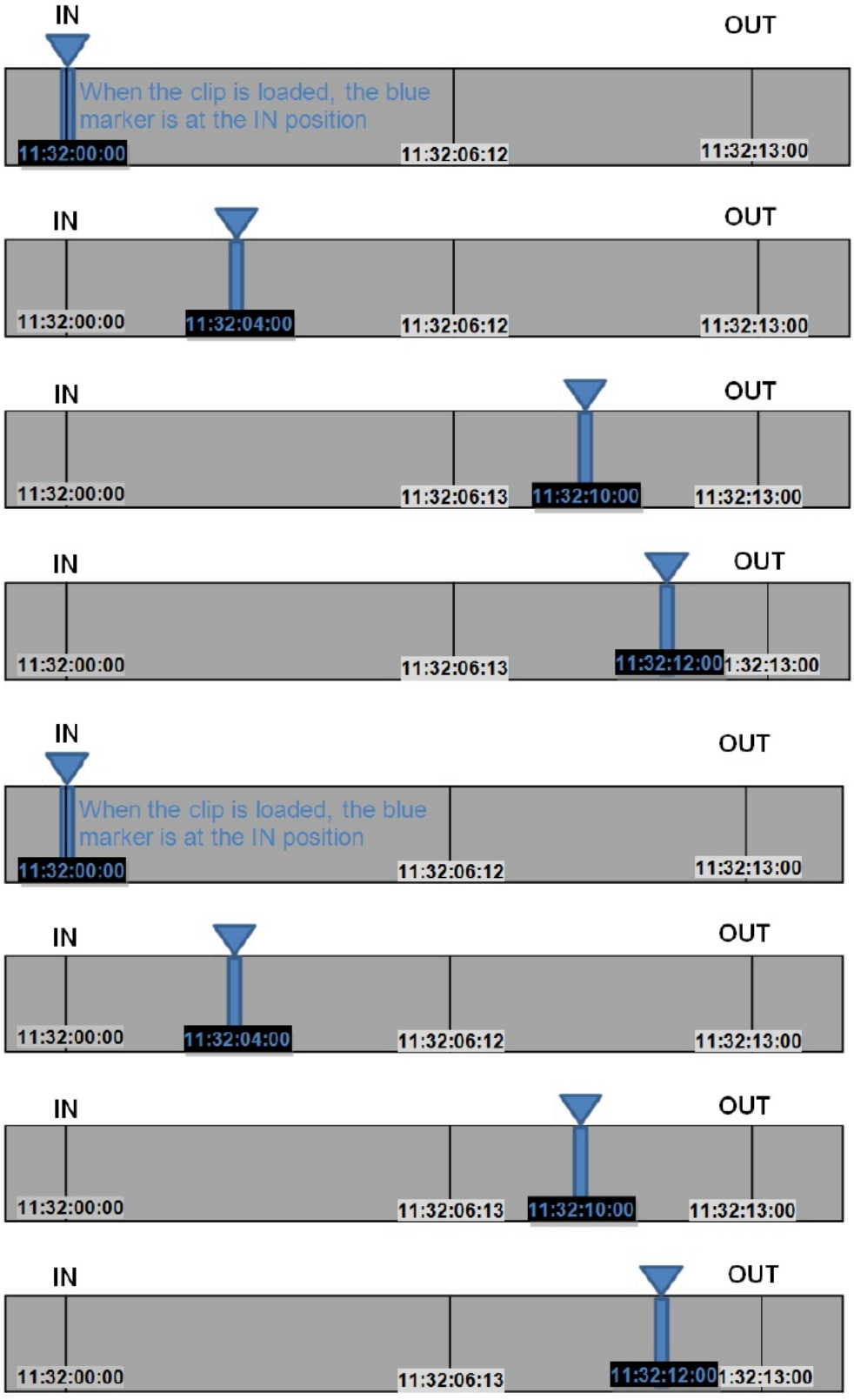


Clip Browsing Mode

The timeline scope is adjusted to fit the clip duration (+margin).

The timeline does not slide unless the browse is between the mark in and the mark out of the selected clip.

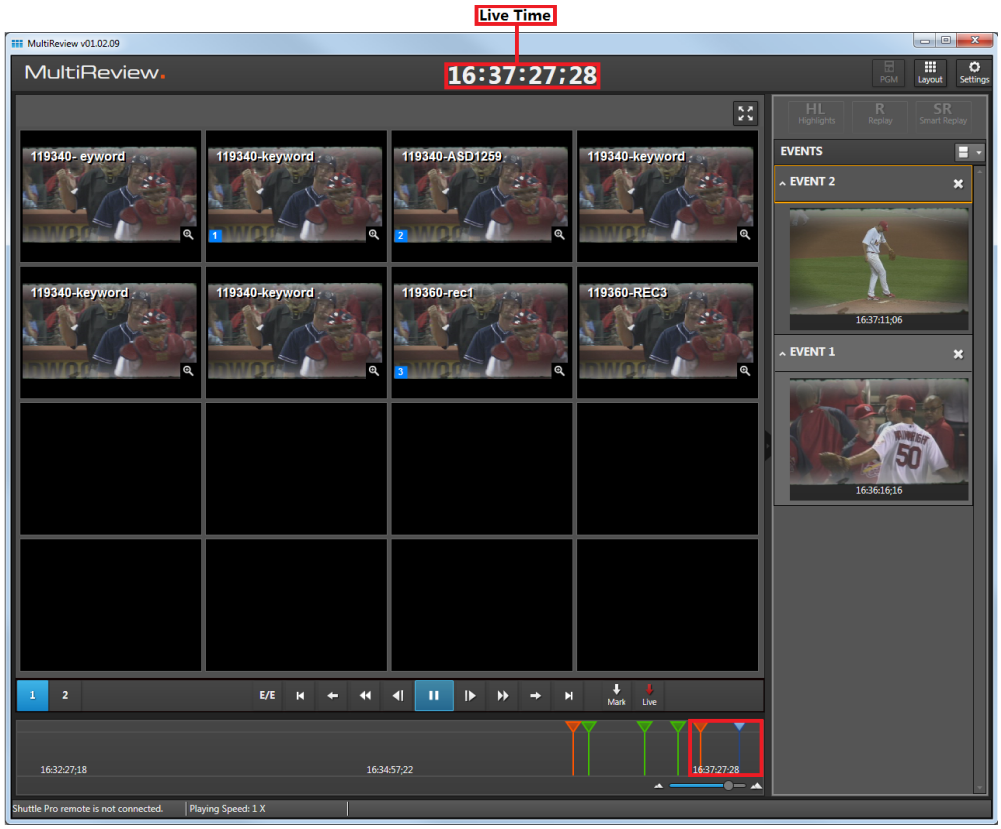
Blue marker = position of the current timecode during the browse.

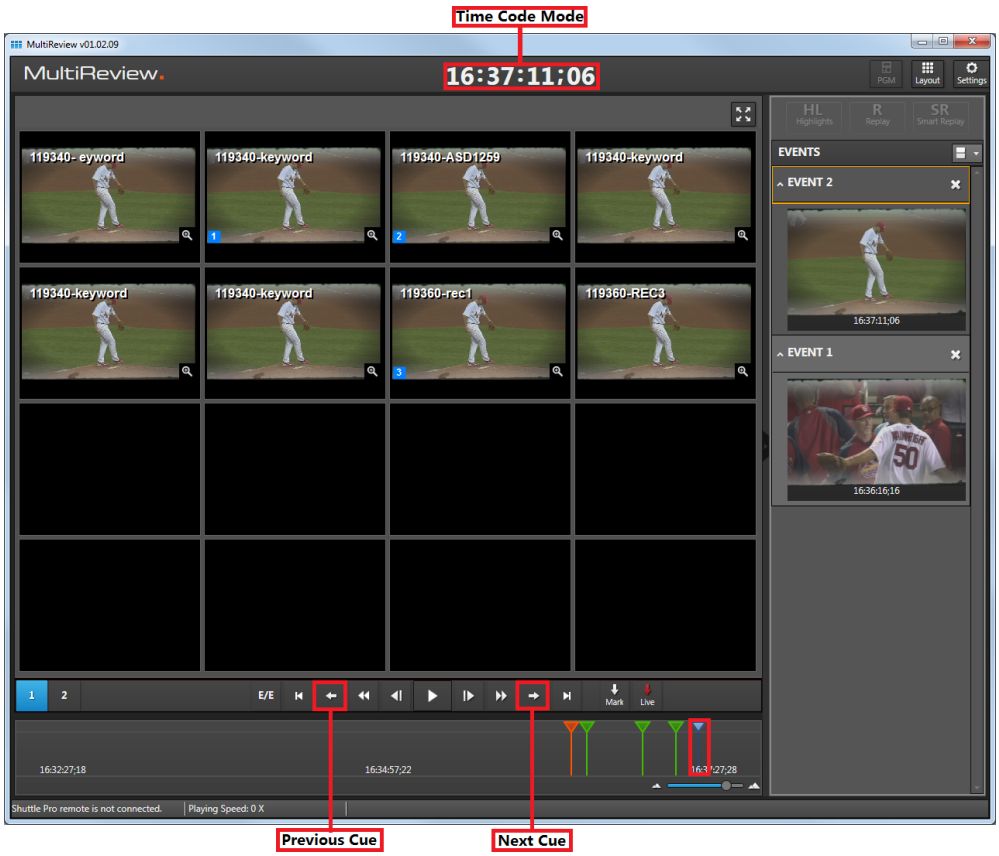


Go to Timecode

There are two ways to go to Timecode,proceed as follows:

- Manually enters a time to reach the timecode (You don't need to select a camera).
- Click the **Previous Cue** button or the **Next Cue** button to reach timecode.





Edit Timecode

To edit Timecode, proceed as follows:

1. Double-Click the specific part of Timecode you want edit,hour,minute, second or frame.

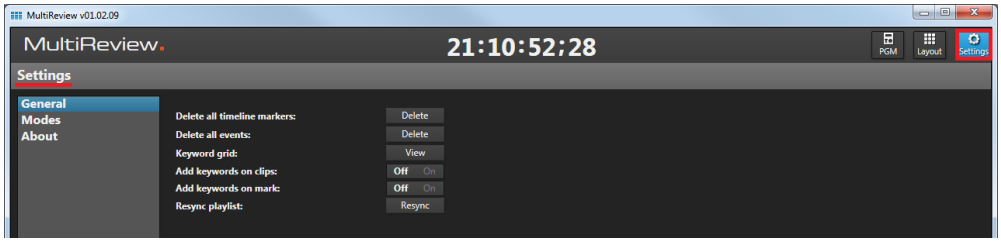
2. Enter the specific time, then click the **ENTER** button of keyboard to go to timecode.

Note
The time you enter should exist on server, or you cannot go to timecode.

3.3. Settings Menu

3.3.1. Opening the Settings Window

To open the Settings window, click the **Settings** button in the toolbar.



The Settings window contains the following categories:

- General
- Modes
- About

3.3.2. General

The General area contains the following settings:

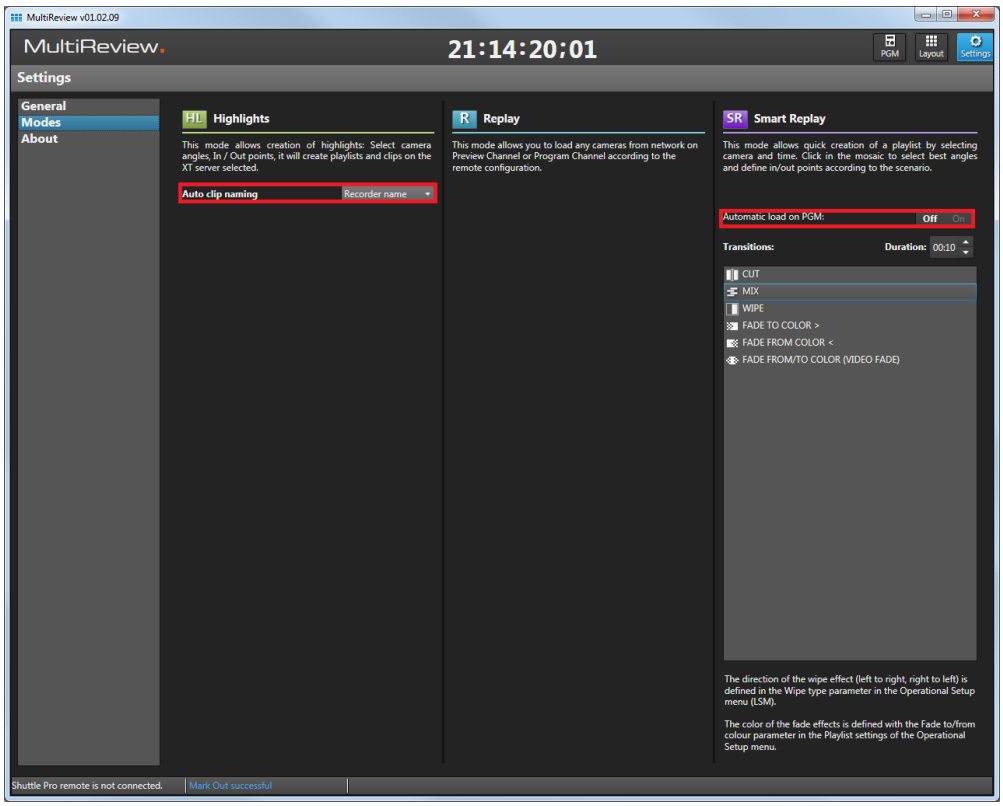
The interface of General setting is the default interface of setting menu, as the screenshot below shows.

Setting	Description
Delete all timeline markers	Allows you to clear all the timeline markers.
Delete all events	Allows you to delete all the events in playlists and replay sequences.
Keyword grid	Allows you to check keyword file found in the SDTI network. This option is only visible in the Online mode.
Add keywords on clips	When this setting is enabled, the keyword grid pops up each time a marker is added allowing the user to assign up to 5 keywords to these clips. This option is only visible in Online mode.
Add keywords on mark	When this setting is enabled, the keyword grid pops up each time a marker is added allowing the user to assign up to 5 keywords to each marker to each marker. This option is only visible in the Online mode.
Resync playlist	Allows you to resync the playlists created by MultiReview on the server.

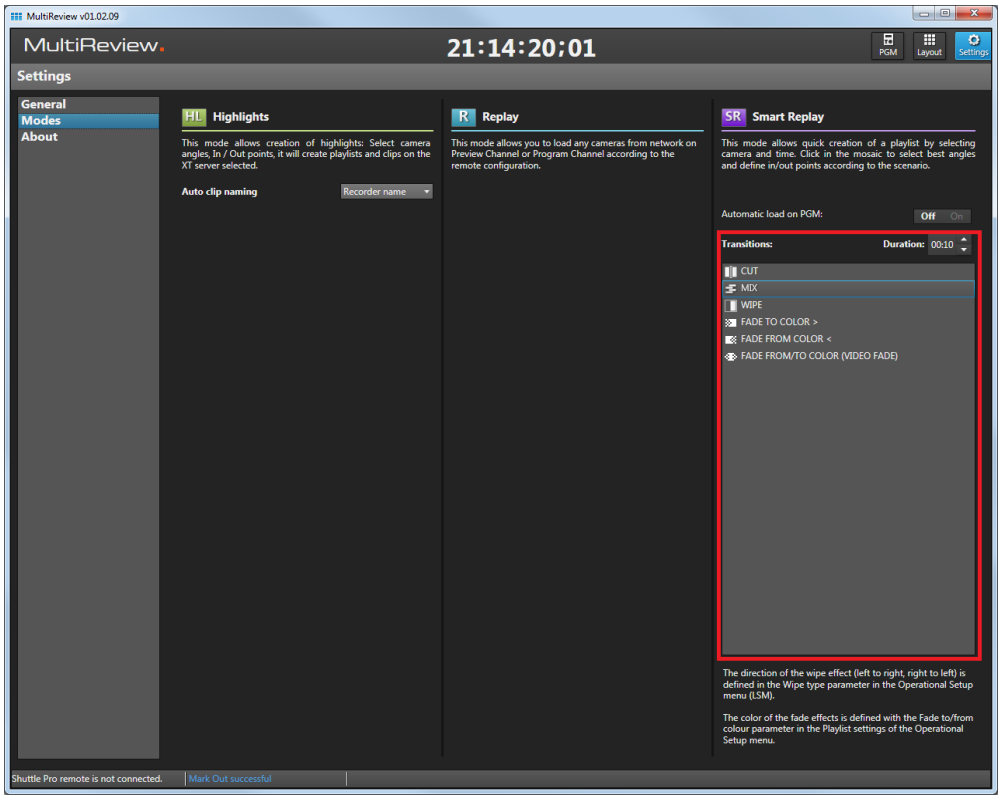
3.3.3. Modes

The Modes area displays the configuration of the three different modes: Highlights, Replay and Smart Replay.

- When you are in Highlight Mode,you can decide what kind of name shall be applied to created clips (See section 5.2.4 Auto Clip Naming).
- When you are in Smart Replay Mode, you can turn Automatic Load on PGM ON/OFF (See section 5.4.2 or section 5.4.3).


MultiReview v01.02.09
MultiReview.
21:14:20:01
PGM
Layout
Settings
Settings
General
Modes
About
HL Highlights
This mode allows creation of highlights: Select camera angles, In / Out points, it will create playlists and clips on the XT server selected.
Auto clip naming
Recorder name
R Replay
This mode allows you to load any cameras from network on Preview Channel or Program Channel according to the remote configuration.
SR Smart Replay
This mode allows quick creation of a playlist by selecting camera and time. Click in the mosaic to select best angles and define in/out points according to the scenario.
Automatic load on PGM:
Off
On
Transitions:
Duration:
00:10
CUT
MIX
WIPE
FADE TO COLOR >
FADE FROM COLOR <
FADE FROM/TO COLOR (VIDEO FADE)
The direction of the wipe effect (left to right, right to left) is defined in the Wipe type parameter in the Operational Setup menu (LSM).
The color of the fade effects is defined with the Fade to/from colour parameter in the Playlist settings of the Operational Setup menu.
Shuttle Pro remote is not connected.
Mark Out successful

- In addition, when you are in Smart Replay mode,you are allowed to apply transitions to cameras and edit the duration of the transition effects (See section 5.4.4).


MultiReview v01.02.09
MultiReview.
21:14:20:01
PGM
Layout
Settings
Settings
General
Modes
About
HL Highlights
This mode allows creation of highlights: Select camera angles, In / Out points, it will create playlists and clips on the XT server selected.
Auto clip naming
Recorder name
R Replay
This mode allows you to load any cameras from network on Preview Channel or Program Channel according to the remote configuration.
SR Smart Replay
This mode allows quick creation of a playlist by selecting camera and time. Click in the mosaic to select best angles and define in/out points according to the scenario.
Automatic load on PGM:
Off
On
Transitions:
Duration:
00:10
CUT
MIX
WIPE
FADE TO COLOR >
FADE FROM COLOR <
FADE FROM/TO COLOR (VIDEO FADE)
The direction of the wipe effect (left to right, right to left) is defined in the Wipe type parameter in the Operational Setup menu (LSM).
The color of the fade effects is defined with the Fade to/from colour parameter in the Playlist settings of the Operational Setup menu.
Shuttle Pro remote is not connected.
Mark Out successful

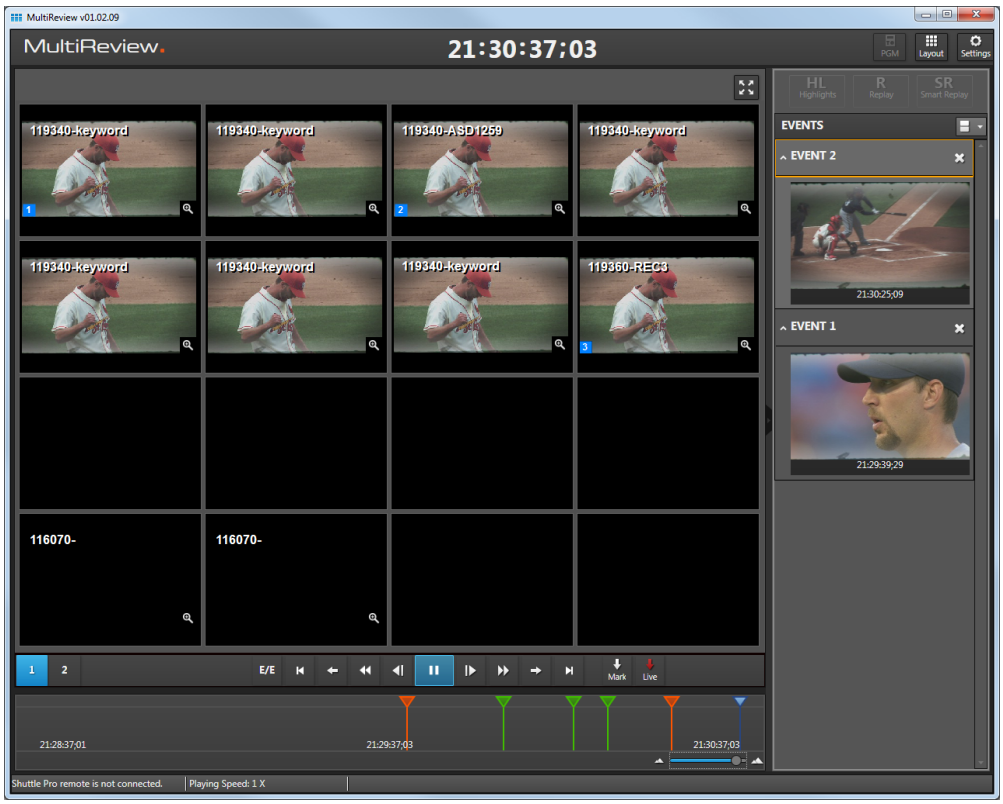
3.4. Mosaic and Transport

3.4.1. Mosaic

Overview

Introduction

Mosaic player is dedicated to preview the cameras or channels which are presented in the network for users to edit more easily or arrange sequences in the event list to view. Mosaic area contains the mosaic of maximum 16 record channels in one page. If there are more than 16 channels, there's another mosaic available. 4*4 is the default start up layout by MultiReview.



Full Screen Mode

Full Screen Mode Off

When you start MultiReview application, it will start with full screen mode off by default. The user interface is with all the components in.

Full Screen Mode On

NEW ! The version 1.2 allows you to go to full screen mode when you are operating with MultiReview.

How to Go to Full Screen Mode

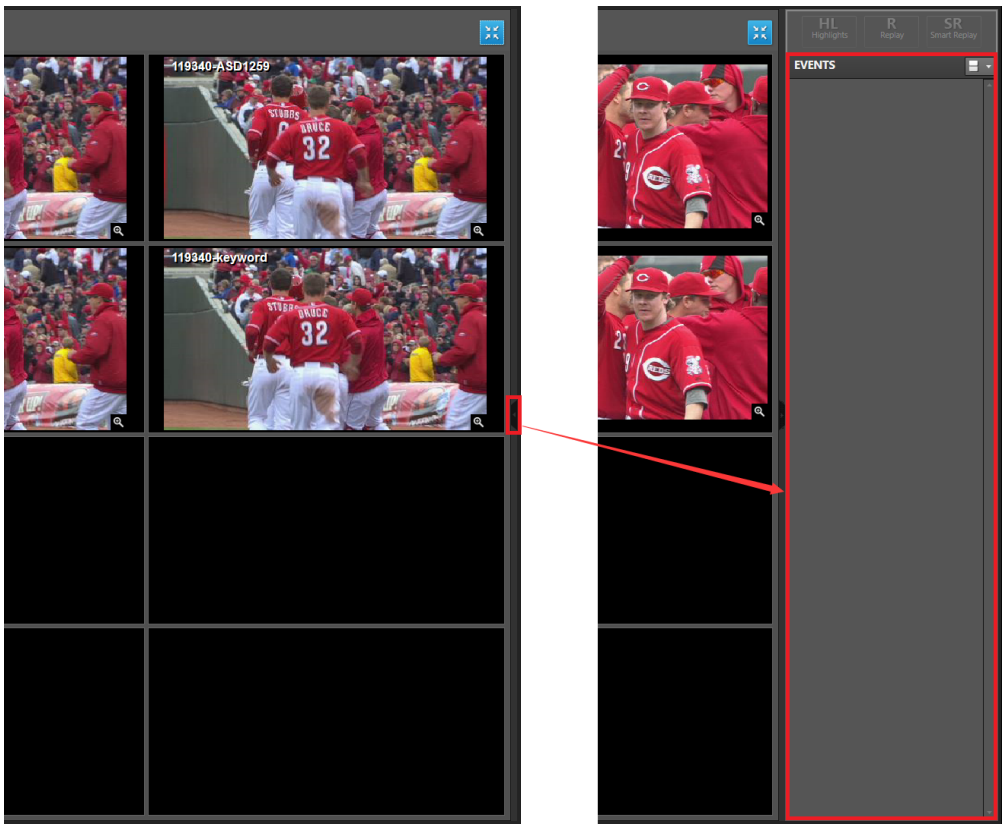
- Click to go to full screen mode.

  When you are in full screen mode, only mosaic area is been seen by default.

- Click to exit full screen mode.

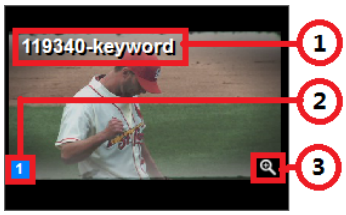
How to Go to Full Screen Mode with Event List

Click to view Event List in full screen mode.

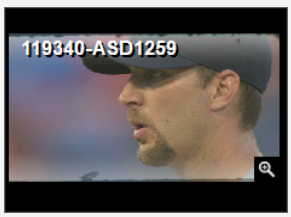
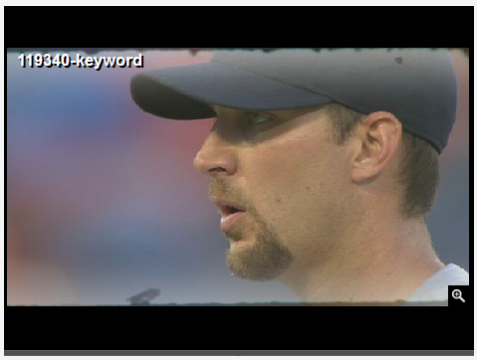


Mosaic Cell Description

Each cell of mosaic contains zoom out icon and OSD information which includes server name, camera name and the sequence of the thumbnail in the event list.



Part		Description
1.	119340-keyword **OSD Server info**	The OSD is : SERVER NAME (NET NAME) – CAMERA NAME
2.	1 **Sequence**	the sequence of the thumbnail in the event list
3.	**Zoom Out**	A cell only can be enlarged four times as big as the original size.
	Zoom In	Re-size the enlarged cell to its original size.

	Description
	Normal Low Resolution
	4 X

3.4.2. Transport

The screenshot below shows the transport area.These transport functions are sent simultaneously to all channels except the **Go To In** button and the **Go To Out** button, which can only be used in Highlights mode, and the **Return** button only works in online mode.

Command	Description
RETURN **Back to live**	• In **Highlight Mode**, go back to the Live train without clearing IN or OUT point, but it's invalid in clip mode. • In **Replay Mode**, go back to the Live train without clearing any operations you've done before and without creating a new event. • In **Smart Replay Mode**, go back to the live train without creating a new event and exit clip mode.
E/E **Back to live**	Go back to the Live train.
Go to in	Go back to the point which was defined by **Mark In** previously.
Go to out	Go to the point which was defined by **Mark Out** previously.
Previous cue	Go to the last cue defined by **Mark**.
Next cue	Go to the next cue defined by **Mark**.
Fast rewind	There are 4 speeds for the Fast rewind.To click once is 1X, twice is 2X.... The maximum speed is four times the original speed.
Fast forward	There are 4 speeds for the Fast forward.To click once is 1X, twice is 2X.... The minimum speed is minus four times the original speed.
Previous frame	Go to Previous Frame from the browsing train or clips

Command	Description
Next frame	Go to Next Frame from the browsing train or clips
Play	Play command on the browsing train or clips
Pause	Pause command on the browsing train or clips
Mark	Add a marker on timeline at the current timecode.
Live	Add a marker on timeline at the LIVE timecode.

3.5. Layout Menu

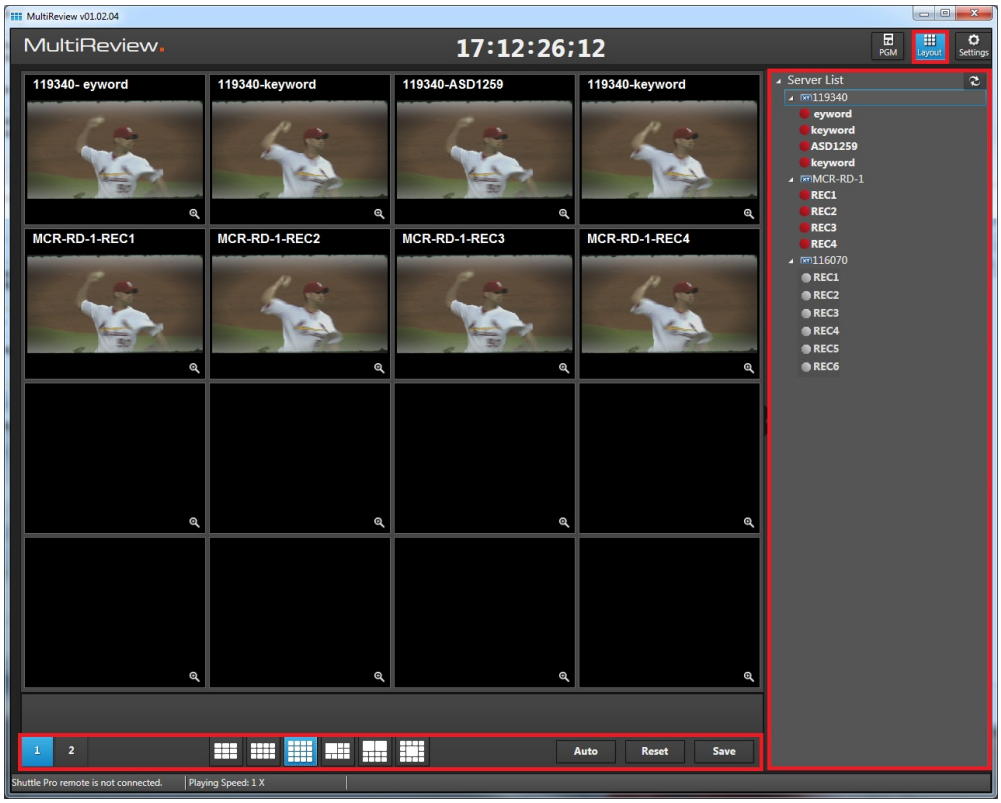
3.5.1. Overview

Introduction

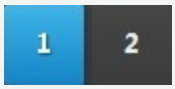
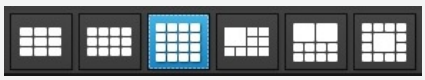
You can change the layout of mosaic area and assign channels to the mosaic cells from the server in the layout configuration page.

By default, the mosaic is a grid of 4*4.

- If there are more than 16 cameras (record channels), a second page of mosaic cells are assigned in the same way.
  - Between 17 and 25 cameras, the second layout will be a grid of 3 * 3.
  - Between 26 and 28 cameras, the second layout will be a grid of 3 * 4.
  - Between 29 and 32 cameras, the second layout will be a grid of 4 * 4.
- If there are more mosaic cells than record channels, they will stay empty.

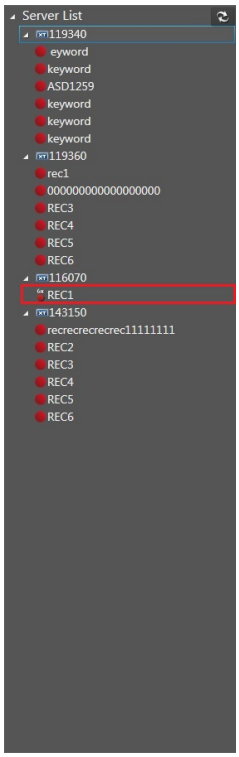


Command Description

Command	Description
	Mosaic page number, the number with blue highlight indicates the current page number for the mosaic page.
	Click the **Auto** button, • the layout will restore default layout; • MultiReview will detect all servers in the network and assign each record channel connected with GBE to each part of the mosaic automatically.
	All record channels assigned previously will be canceled and the layout configuration will be set to 4*4 for Layout 1 and 2.
	Every time the changed layout configuration need to be saved by clicking **Save** button.
	Six forms of layout configuration,representing the girds of 3*3, 3*4,4*4,1+2(based on 4*3), 2+8 (based on 4*4) and 1+8(based on 4*3) respectively. The one you choose is to be highlighted.
	Quadruplicate the mosaic cell.
	Re-size mosaic cell to its original size.

3.5.2. Server List

Server list is available on the right side of the layout configuration.



All record channels in the network will be detected and listed in the drop-down list of **Server List**.

Note
In this version, when the recorder is in super slow motion mode, the recorder icon will be with a tag ,2x/3x/4x/5x/6x/10x.

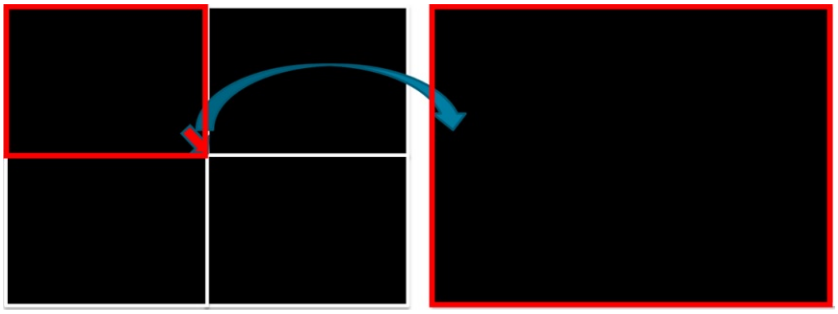
3.5.3. How to Customize Layout

There are two methods to customize layout, proceed as follows:

- You can customize a standard layout by clicking one form of mosaic configurations, .
- You are also allowed to customize layout through enlarging or re-sizing the cells.
  - Click the **Zoom Out** button to enlarge the cell to four times as large as its original size.
  - Click the **Zoom In** button to re-size the enlarged cell to its original size.

Note
The customization as follows,

- A 3*3 can be transformed into 1 large + 5 normal cells.
- A 3*4 can be transformed into 2 large + 4 normal cells.
- A 4*4 can be transformed into a 2*2.



3.5.4. How to Assign Channels

MultiReview can automatically assign all the record channels (up to 32 channels) of the servers to each mosaic cell in the same network .

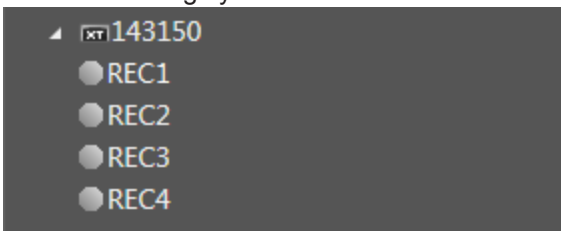
You are also allowed to assign channels manually,proceed as follows,

- Click the **Layout** button,

.
- Click the **Reset** button, to cancel the current layout setting.
- Drag and drop the record channels in the **Server List** tree into the mosaic cells one by one.(Assigned record channels will be in bold in the **Server List**.)
- Click the **Save** button, to preserve the change of layout.

  Or Click the **Layout**/**Settings** button to leave layout interface, then there will be a pop-up window to ask if you want to save the changes. Click **Yes** to save it.

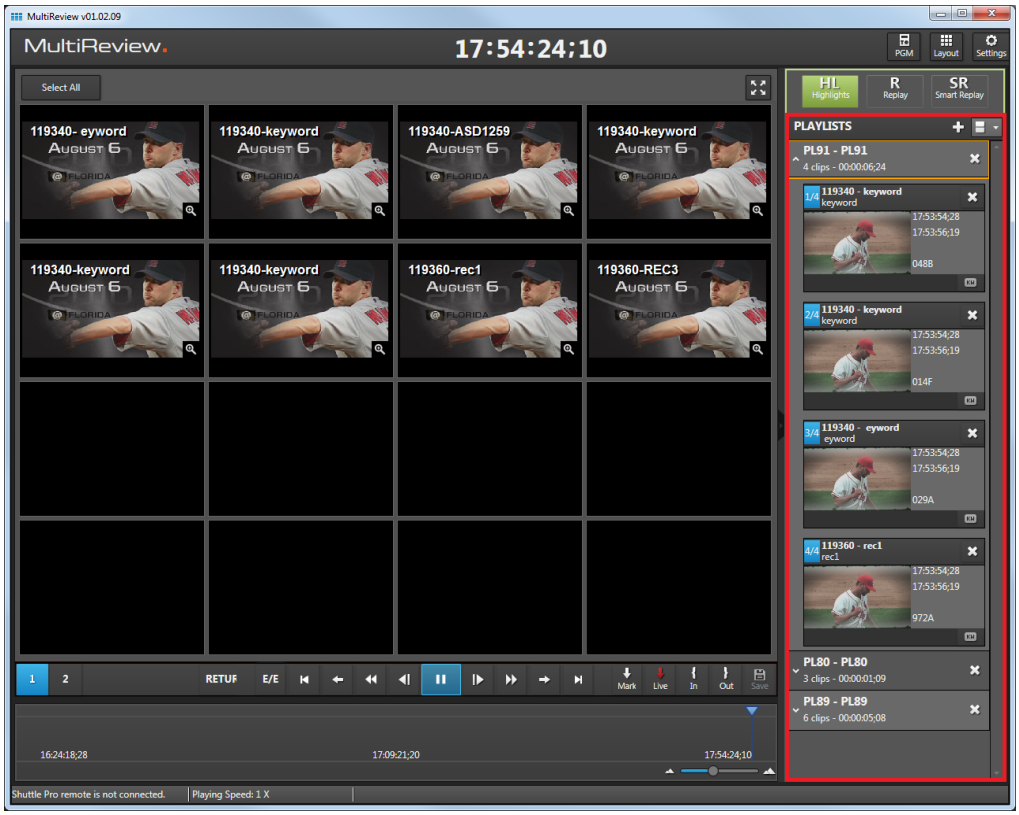
Note
The server is in gray indicates the certain server is disconnected to GBE.



3.6. Event List

NEW !

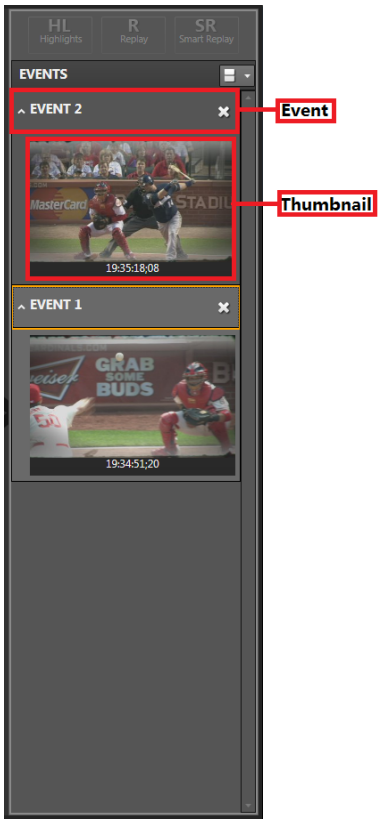
The playlists and clips you created will be displayed in **Event List** area. You are also allowed to modify playlists and add or edit keywords (see section 8.4.3 How to Edit Keywords of clips) of the clips in this area.



3.6.1. Event List Description

The **Event List** view is a list of events that can be expanded to see the content.

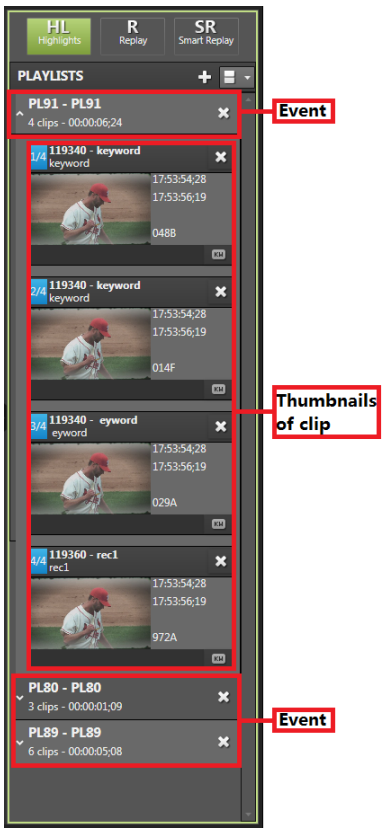
In Offline Mode



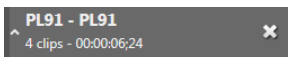
	Description
EVENT 2	EVENT 2 Playlist Name
	It is **Remove Button** which is used to remove Events.
19:35:18;08	the thumbnail of the first added camera
	19:35:18;08 the **In Point** of the first added camera

Note
1. Only the thumbnail of the first added camera will be displayed in **EVENTS** list. There's no view detail supplied for you to check the event.
2. Click **Event** to check the thumbnail of the first camera and click it to exit.

In Online Mode



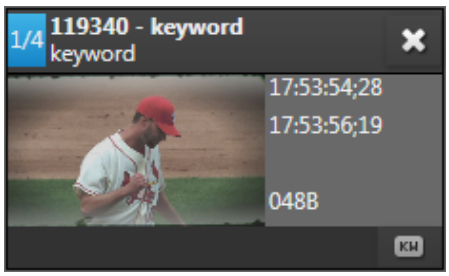
Event



	Description
PL91 - PL91	Playlist Name(default)-Playlist Name(editable)
4 clips - 00:00:06;24	4 clips - 00:00:06;24 indicates the **total number of clips - Duration (in Highlight Mode & Smart Replay)** 4 clips - 00:00:06;24 indicates the **total number of clips - In Point (in Replay Mode)**
✖	It is **Remove Button** which is used to remove Events.

Note
Click on the event to expand or collapse it.

Thumbnail



OSD Info	Description
1/4	the index of the item / the total number of items
119340 - keyword keyword	• 119340- keyword indicates **Sever Name - Recorder Name** • keyword indicates the **Clip Name**
	It is **Remove Button** which is used to remove the certain clip.
17:53:54;28 17:53:56;19 048B	• 17: 53: 54; 28 indicates the **In Point** • 17: 53: 56; 19 indicates the **Out Point (In Replay Mode there's no Out Point.)** • 048B indicates the **LSM ID (In Replay Mode there's no LSM ID)**
KW	It is **Keyword Button** which is used to add or edit keywords of the specific clip.

3.6.2. How to Change the View of Event List

There are two types of Event List view for you to set.One is the view with thumbnails, another is the view without thumbnails. You are allowed to change it by clicking .

	Description
	Click it to set the view with thumbnails,and it is the view by default.
	Click it to set the view without thumbnails.

4. Offline Mode and Standalone Mode

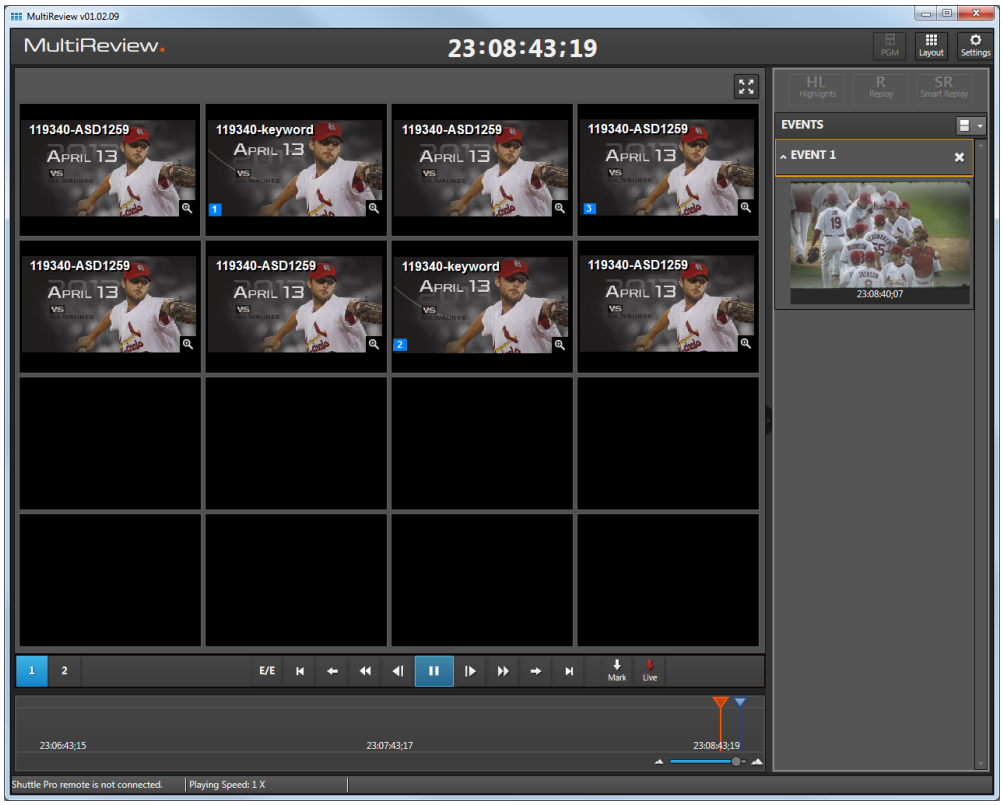
4.1. Description

In the Offline mode(or called Standalone mode), you can monitor and browse all the record channels and cameras in the network and select camera angels to coordinate a replay sequence.

4.2. How to Add Cameras to Events List

You can add cameras from Mosaic area to **EVENTS**, steps as follows:

1. Double click the camera you would like to add,which will be indexed.

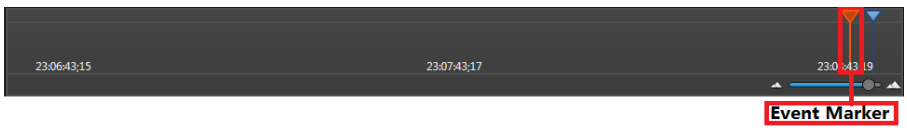


2. Double click the second camera you would like to add,which is to be indexed.
3. Double click the third camera you would like to add,which is to be indexed.

.....

Note

- Only the thumbnail of the first added camera is displayed in **EVENTS** list. There's no view detail supplied for you to check the event.
- In the mean time,there will be an event marker created on timeline when an event is created.

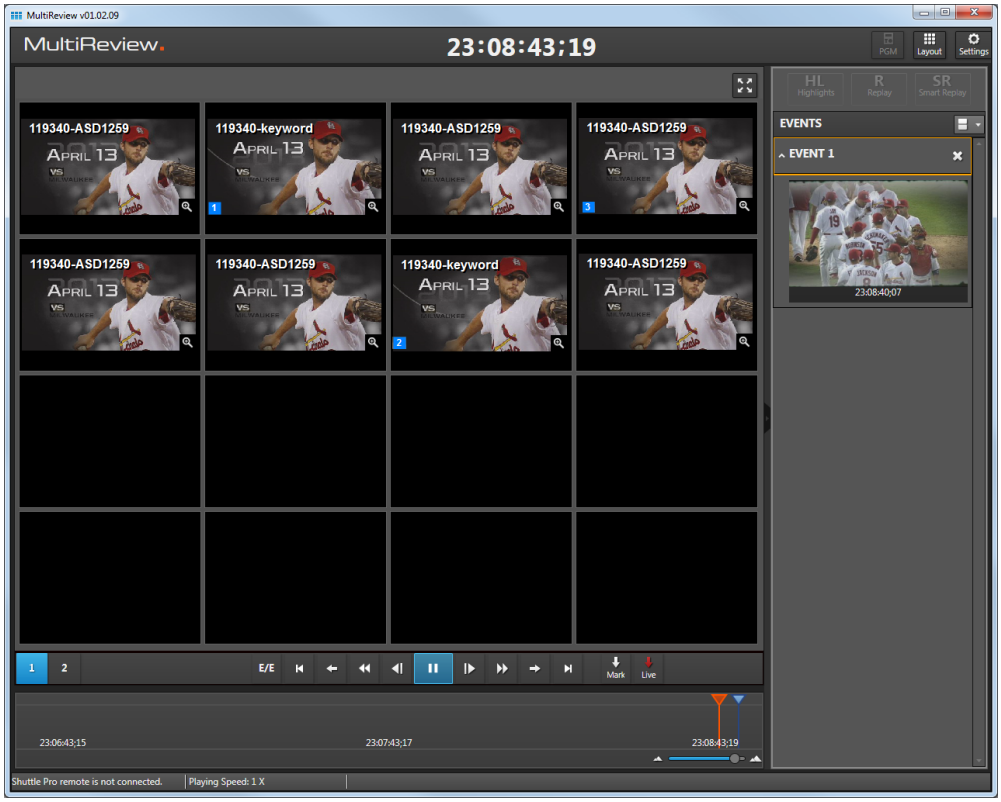


4.3. How to Add Events in Events List

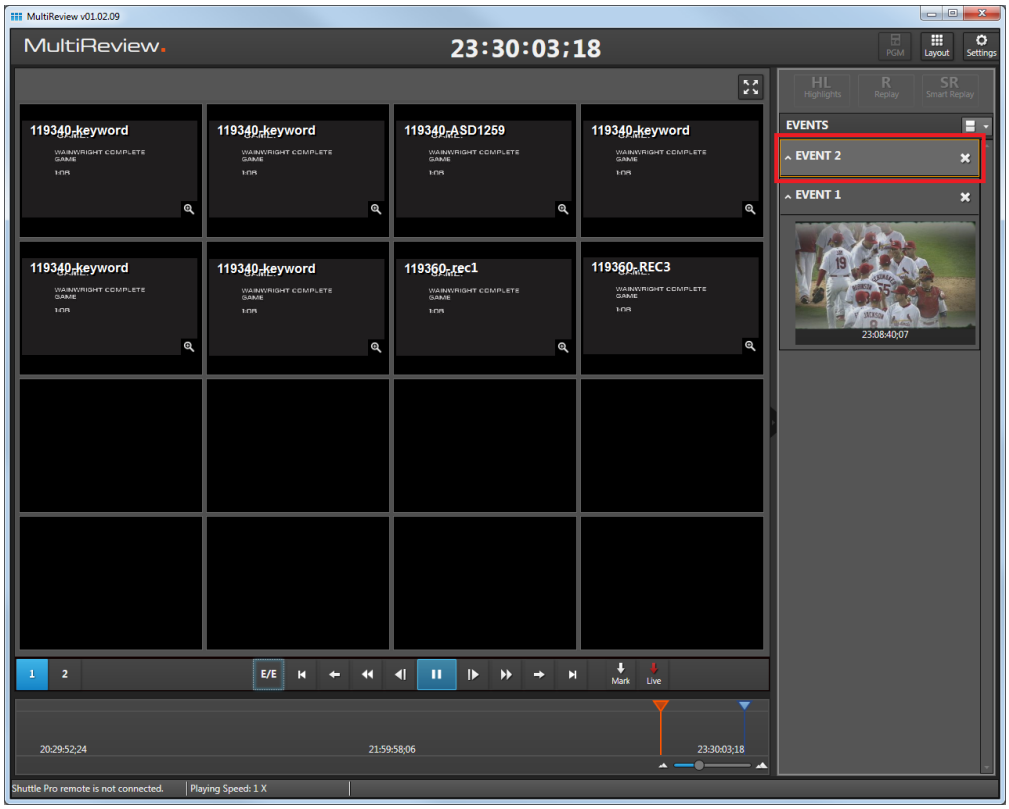
4.3.1. Adding New Events

You are allowed to add more than one events in Events List, steps as follows:

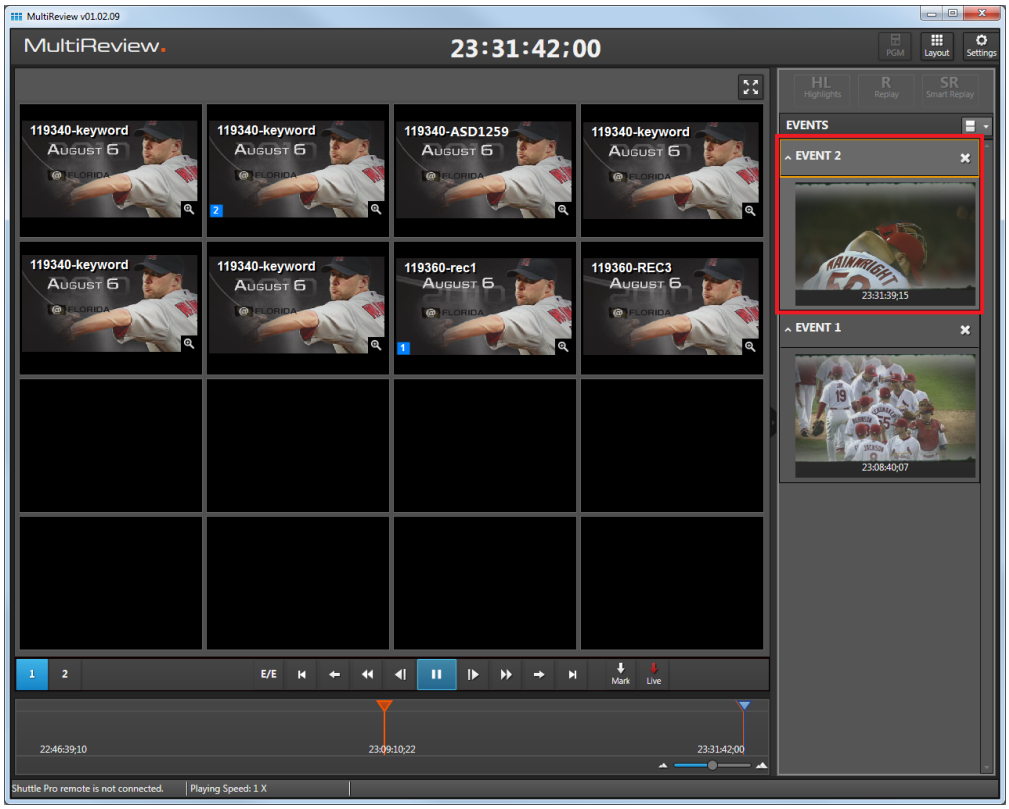
1. Double click the certain cameras, and there will be an event in **Event List**, as the screenshot shows below.



2. Click the **E/E** button,then there will be an empty event in **Event List**, as the screenshot shows below.



3. Double click the cameras you would like to add,and they will be in the new event in **Event List**, as the screenshot shows below.

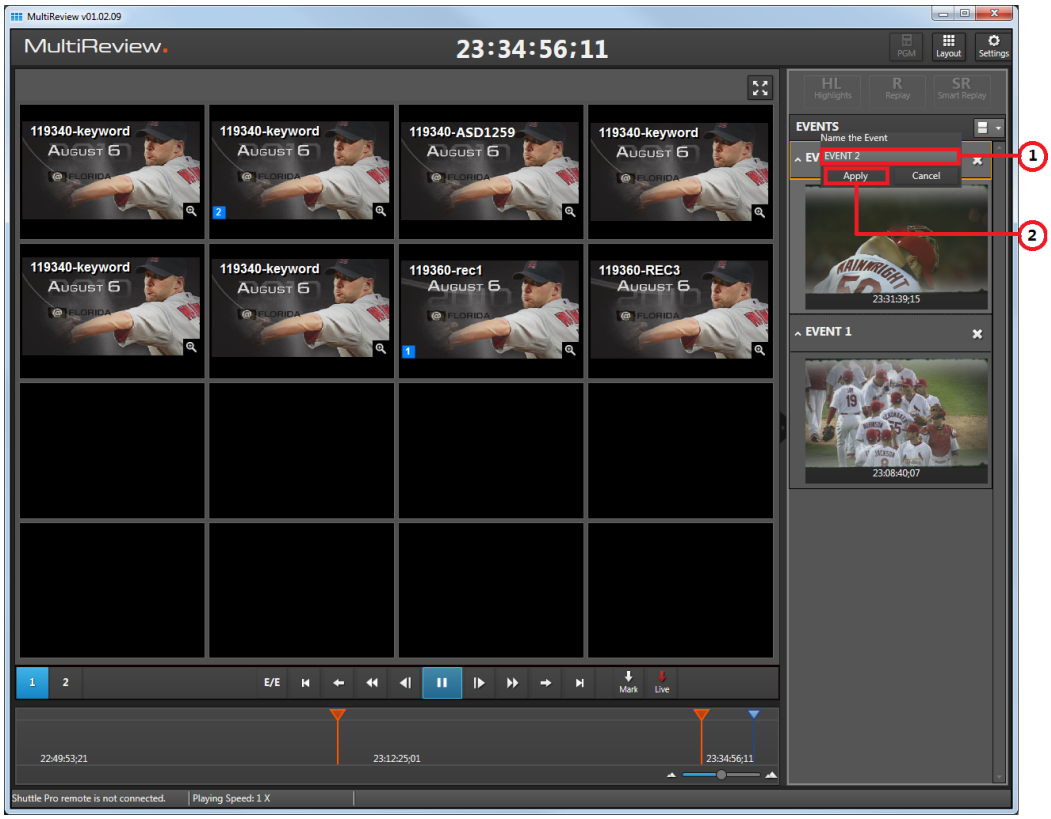


4. If you want to add more events, follow the steps above.

4.3.2. Naming the Event

You are allowed to name Event in Event List area, proceed as follows,

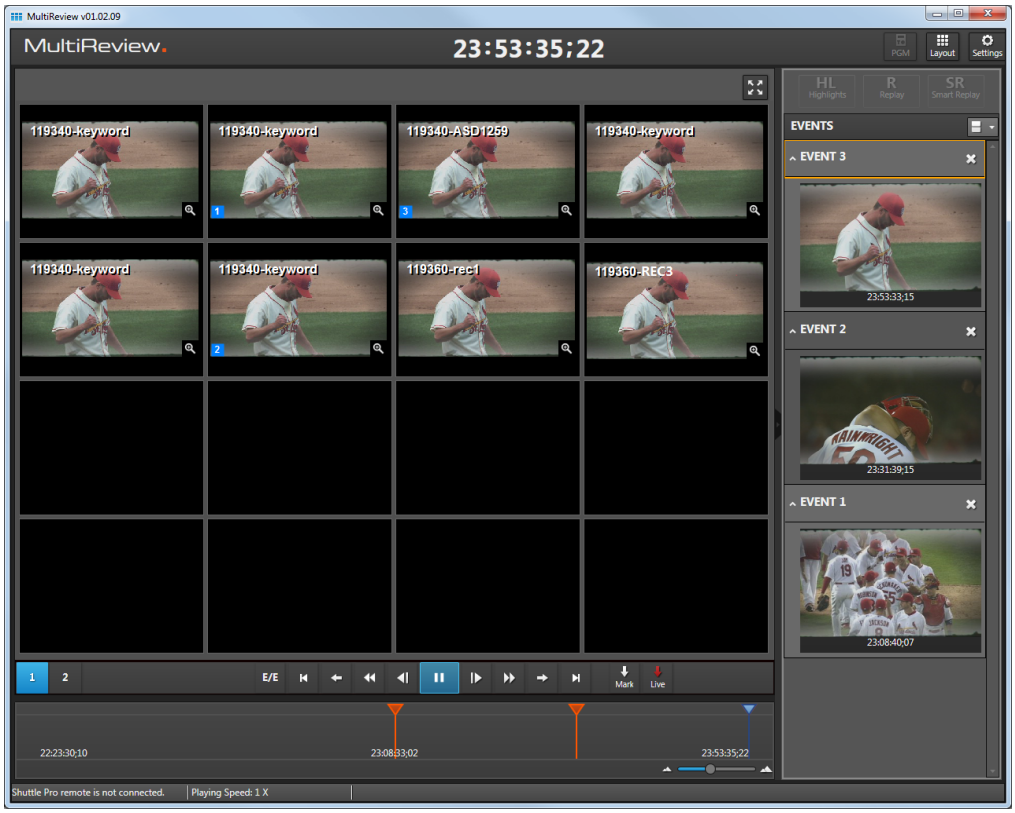
1. Right-click the certain event, then input the name you want into the bar as the screenshot shows below.
2. Click **Apply** button to save the name.



Note
You are not allowed to name the empty event which was newly created.

4.3.3. How to Recall an Event

The screenshot below is of the latest event.



Double click the certain event marker to recall the corresponding event you would like to browse.

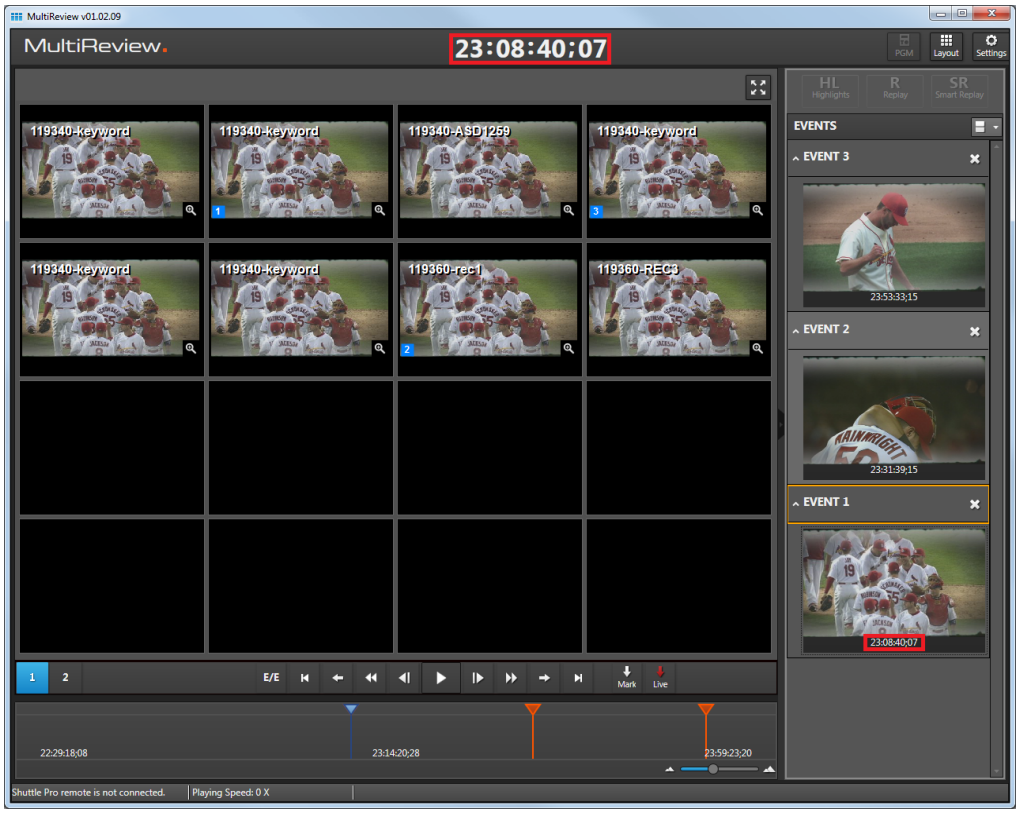
- The timecode will reflect the corresponding time;
- The blue marker located at the right position of the event marker;
- That event presented in orange bolder.

as screenshots below:

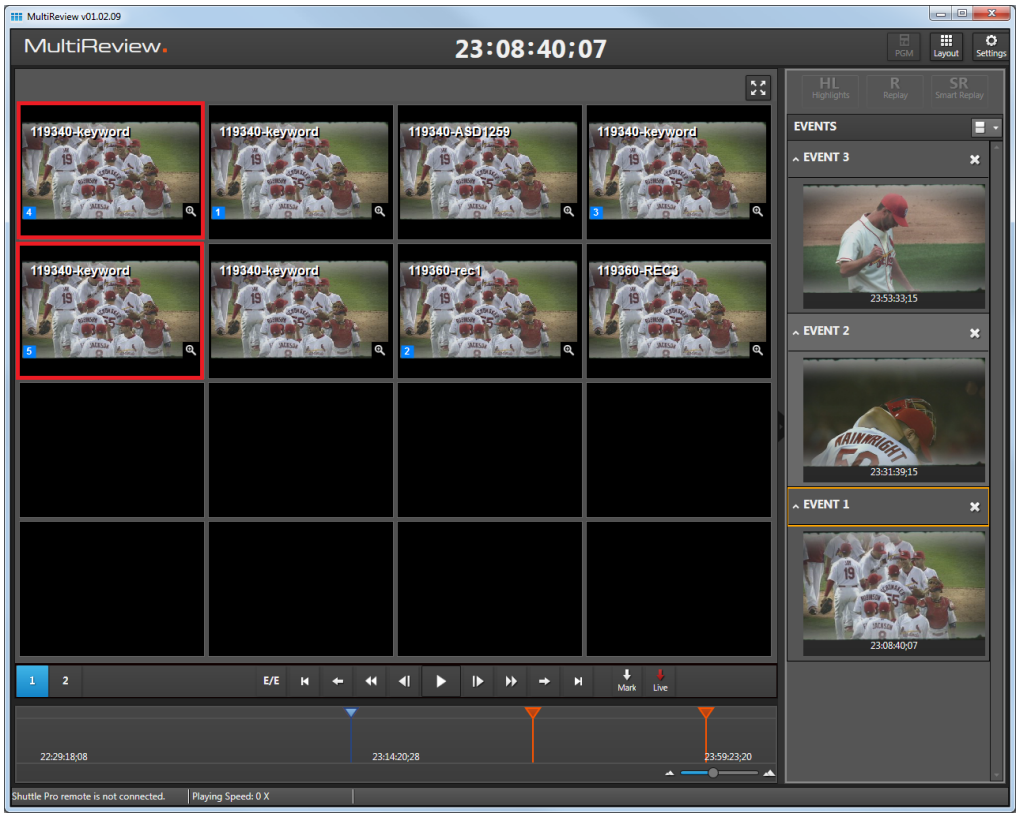
MultiReview v01.02.09
MultiReview.
23:31:39:15
PGM
Layout
Settings
HL
Highlights
R
Replay
SR
Smart Replay
EVENTS
EVENT 4
EVENT 3
EVENT 2
EVENT 1
119340-keyword
119340-keyword
119340-ASD1259
119340-keyword
119340-keyword
119340-keyword
119360-rec1
119360-REC3
23:53:33:15
23:31:39:15
23:08:40:07
1
2
E/E
Mark
Live
22:29:18:08
23:14:20:28
23:59:23:20
Shuttle Pro remote is not connected.
Playing Speed: 0 X

4.4. Add New Cameras to the Previous Event

1. To recall a certain event, see section 4.3.3 How to Recall an Event.



2. To add cameras, see section 4.2 How to Add Cameras to Event List.


MultiReview v01.02.09
MultiReview.
23:08:40;07
PGM
Layout
Settings
HL
Highlights
R
Replay
SR
Smart Replay
EVENTS
EVENT 3
23:53:33;15
EVENT 2
23:31:39;15
EVENT 1
23:08:40;07
119340-keyword
119340-keyword
119340-ASD1259
119340-keyword
119340-keyword
119340-keyword
119360-rec1
119360-REC3
1
2
E/E
Mark
Live
22:29:18;08
23:14:20;28
23:59:23;20
Shuttle Pro remote is not connected.
Playing Speed: 0 X

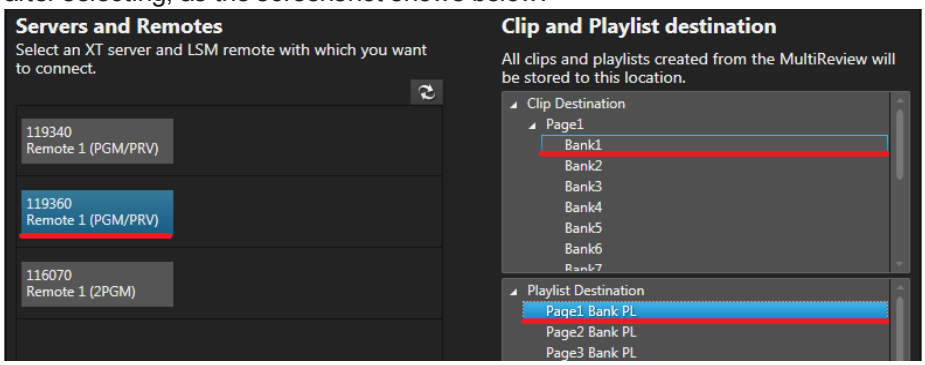
5. Online Mode/LSM Connected Mode

5.1. Description

Online Mode is also called LSM Connected Mode, in which you can browse all cameras of the network, and create playlist or load cameras to preview channel. This mode requires to work in conjunction with an XT server of the network.

Highlights mode, Replay mode and Smart Replay are included in it.

Note
Before going to choose the three modes,you must **attach to a server** and **choose the destination of clip and playlist** listed respectively. They will be highlighted after selecting, as the screenshot shows below.

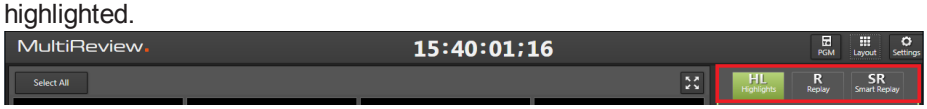


5.2. Highlights Mode

5.2.1. Description

Highlights Mode allows you to create one or more than one highlights. You can monitor all cameras,and select interesting camera angles and In/Out points, afterwards there are to be events and clips on the server selected.

Note
Please make sure that the mode is activated. Click the specific icon which will be highlighted.

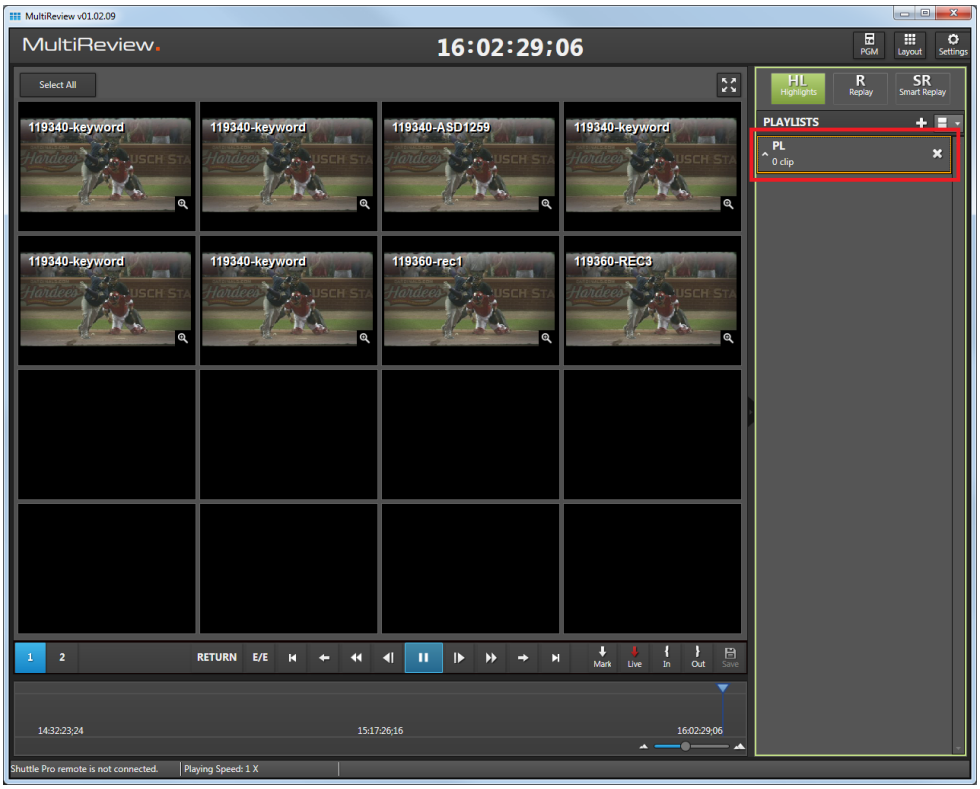


5.2.2. How to Create a Playlist

In Highlights mode, you are allowed to select camera angles to create playlist.

Create a playlist in playlists, proceed as follows,

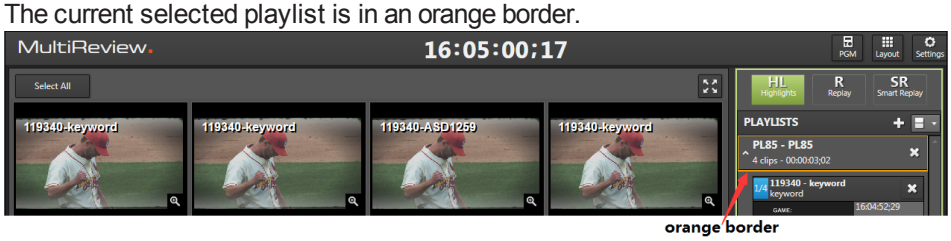
1. Add a new playlist by clicking , and there will be a blank playlist in the event list.



2. If you want to create more playlists, after filling the Playlist, follow the steps above.

Note

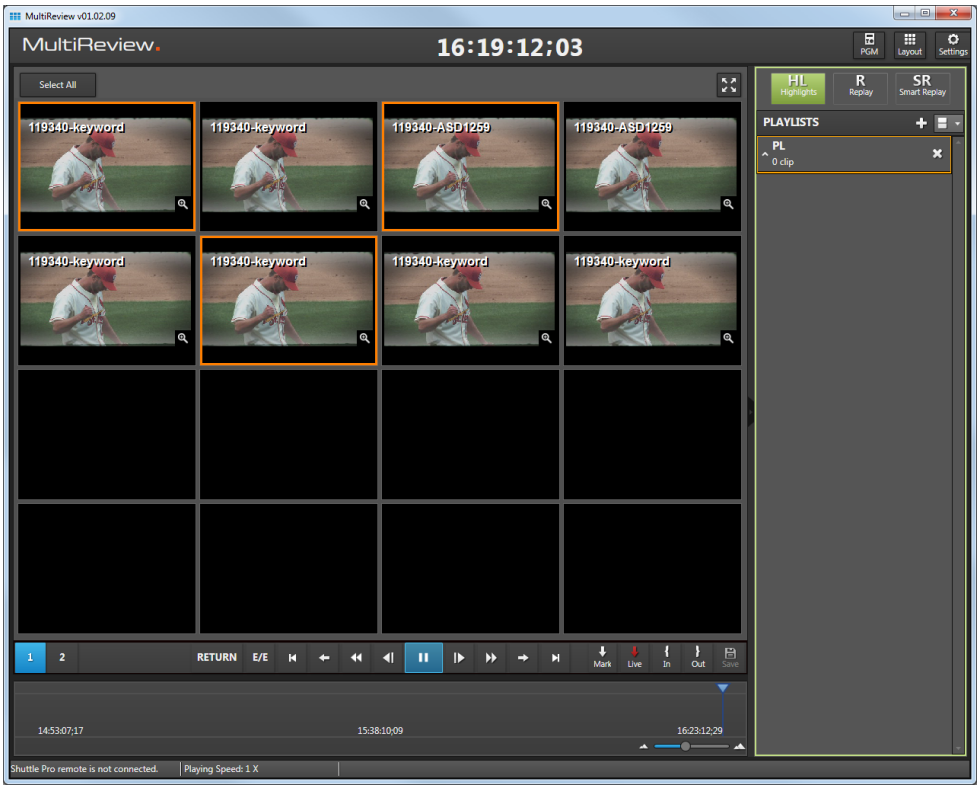
The current selected playlist is in an orange border.

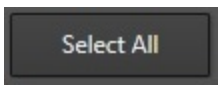


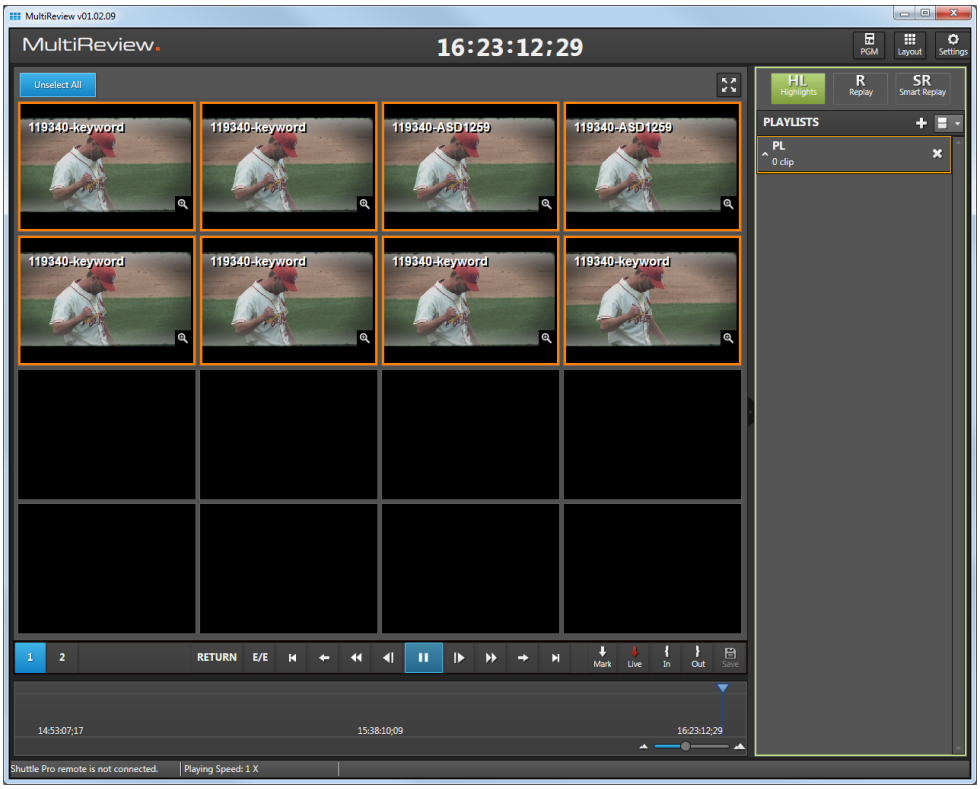
5.2.3. How to Fill the Playlist

Steps

1. Create a playlist.
2. Click a camera or more than one camera in the mosaic area .

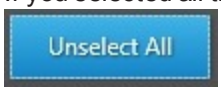


Or Click  to select all the cameras in the mosaic area.



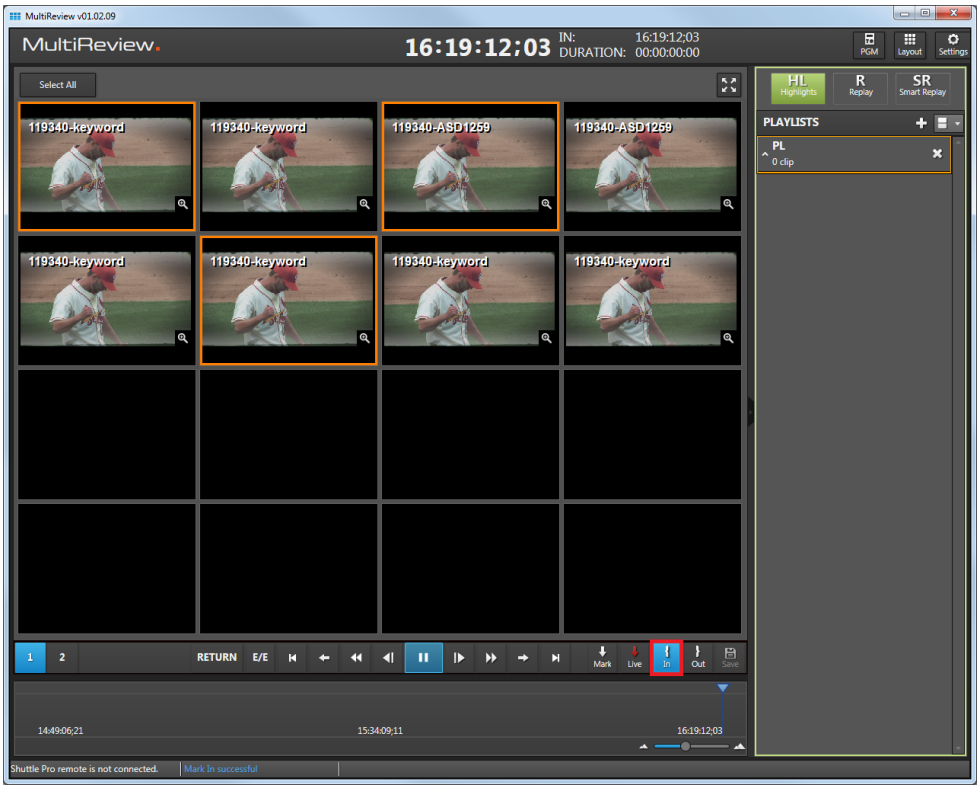
Note

If you would like to cancel the selected cameras, proceed as follows:

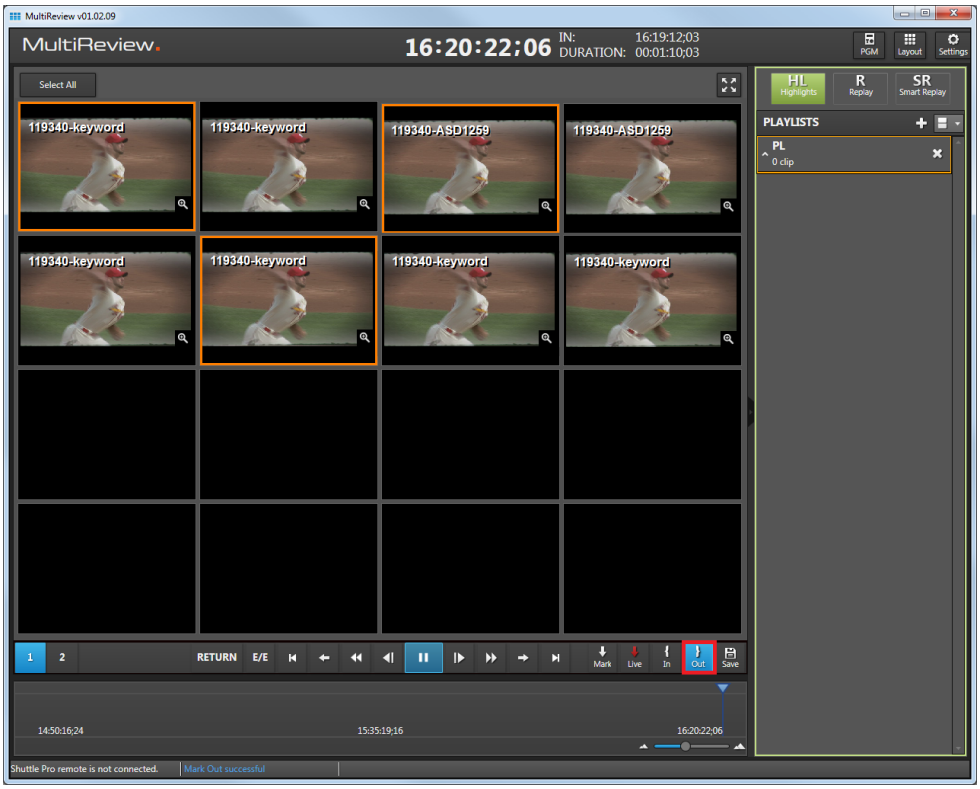
- Click the selected camera, then it will be canceled and will be without orange bolder.
- If you selected all the cameras and you want to cancel all of them, click 

to cancel all.

3. Click the **Mark In** button, to define the clip IN point.

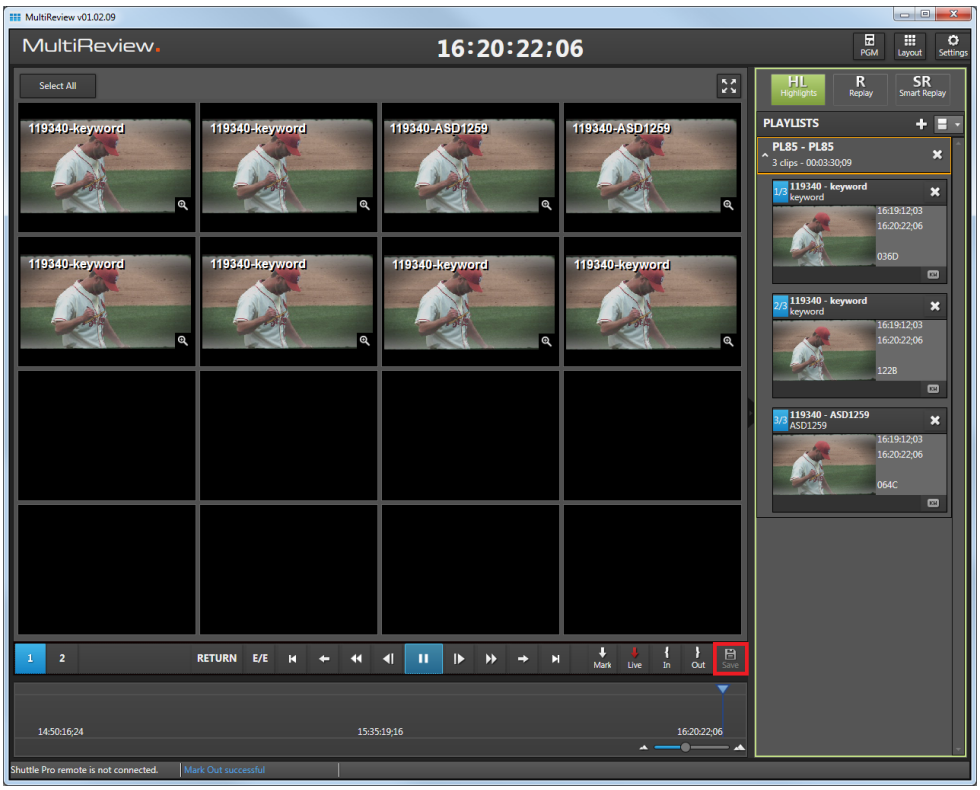


4. Click the **Mark Out** button, to define the clip OUT point.



Note
You are not forced to click **Mark In** before **Mark Out**, proceed as follows:
1. Click the **Pause** button.
2. Click the **Out** button, to define the clip OUT point.
3. Click the **Previous Frame** button, to return back to a specific previous frame and define it as the IN point with clicking the **In** button.

4. Click the **Save** button,to create a clip or clips in the playlist. Then, thumbnail(s) will be displayed in the Playlist.



Note
There's no event marker on timeline.

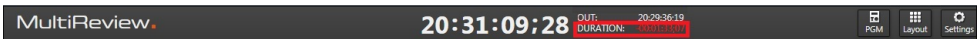
Clip Duration

NEW ! When you are creating a clip, as soon as IN (or OUT) is defined, it shall be displayed in **Status Bar**.

- When you defined IN(or OUT) point, it will be displayed in Status Bar.

- When you defined the IN point, the exact duration will be displayed in Status Bar.

And when define the OUT point firstly, presently the DURATION will be displayed like

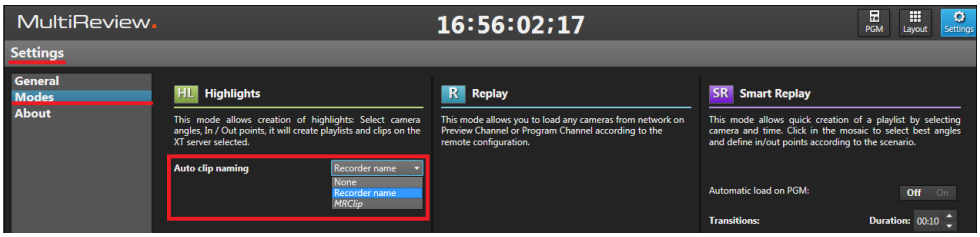


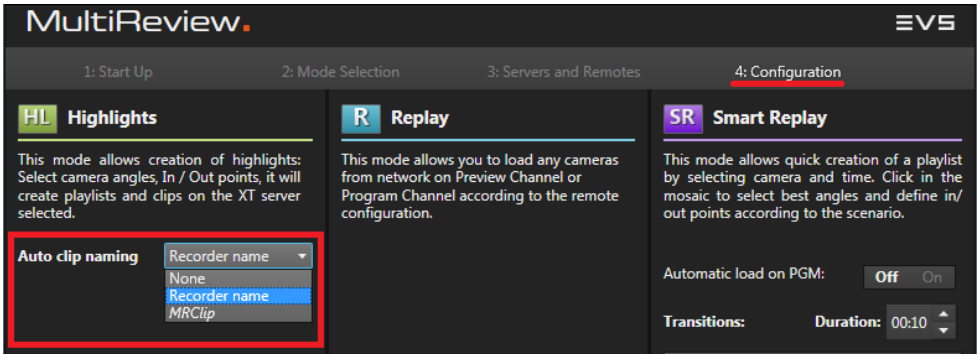
5.2.4. Auto Clip Naming

NEW !

In Highlight Mode, you are allowed to decide what form of name shall be applied to clips you will create, proceed as follows,

1. Go into **Settings** Page. (You can also do it in **Configuration Page** when the application starts up.)
2. Select one form to name the clip in the drop-down list.


MultiReview.
16:56:02:17
PGM
Layout
Settings
Settings
General
Modes
About
HL Highlights
This mode allows creation of highlights: Select camera angles, In / Out points, it will create playlists and clips on the XT server selected.
Auto clip naming
Recorder name
None
Recorder name
MRClip
R Replay
This mode allows you to load any cameras from network on Preview Channel or Program Channel according to the remote configuration.
SR Smart Replay
This mode allows quick creation of a playlist by selecting camera and time. Click in the mosaic to select best angles and define in/out points according to the scenario.
Automatic load on PGM:
Off
On
Transitions:
Duration:
00:10


MultiReview.
EVS
1: Start Up
2: Mode Selection
3: Servers and Remotes
4: Configuration
HL Highlights
This mode allows creation of highlights: Select camera angles, In / Out points, it will create playlists and clips on the XT server selected.
Auto clip naming
Recorder name
None
Recorder name
MRClip
R Replay
This mode allows you to load any cameras from network on Preview Channel or Program Channel according to the remote configuration.
SR Smart Replay
This mode allows quick creation of a playlist by selecting camera and time. Click in the mosaic to select best angles and define in/out points according to the scenario.
Automatic load on PGM:
Off
On
Transitions:
Duration:
00:10

Options Description

Option	Description
None	If you select **None**, the clips created by MultiReview will not have any name.
Recorder Name	The recorder name from where the clip has been created will be used to name the clip.
MRClip	Edit the name you would like to give to all clips created by MultiReview.

5.2.5. Naming the Playlist

To name Playlist, see section 4.3.2 Naming the Event.

5.2.6. Modifying the Playlist

Changing Order

After finishing creating clips, you are allowed to change the sequence of the clips in the playlist.

Change the sequence of the clips,proceed as follows,

1. Double-click the playlist, you can see the clips are indexed.
2. Drag the specific clip which you would like to change the sequence to the specific place you want.

Inserting Clips

NEW ! If you select a clip in the playlist, next clips created will be inserted **BEFORE** this clip position.

- Expand a certain playlist, and select a specific clip (119340 - ASD1259 - ASD1259; LSM ID: 073C).

- To add a clip into this playlist, see section 5.2.3 How to Fill the Playlist.

- The new clip will be inserted before the selected clip in the playlist(The second clip now is the third one).

Note
If you don't want to insert clips, just re-click the selected clip in the palylist to cancel insert. Then the cameras will be added at the end of the playlist.

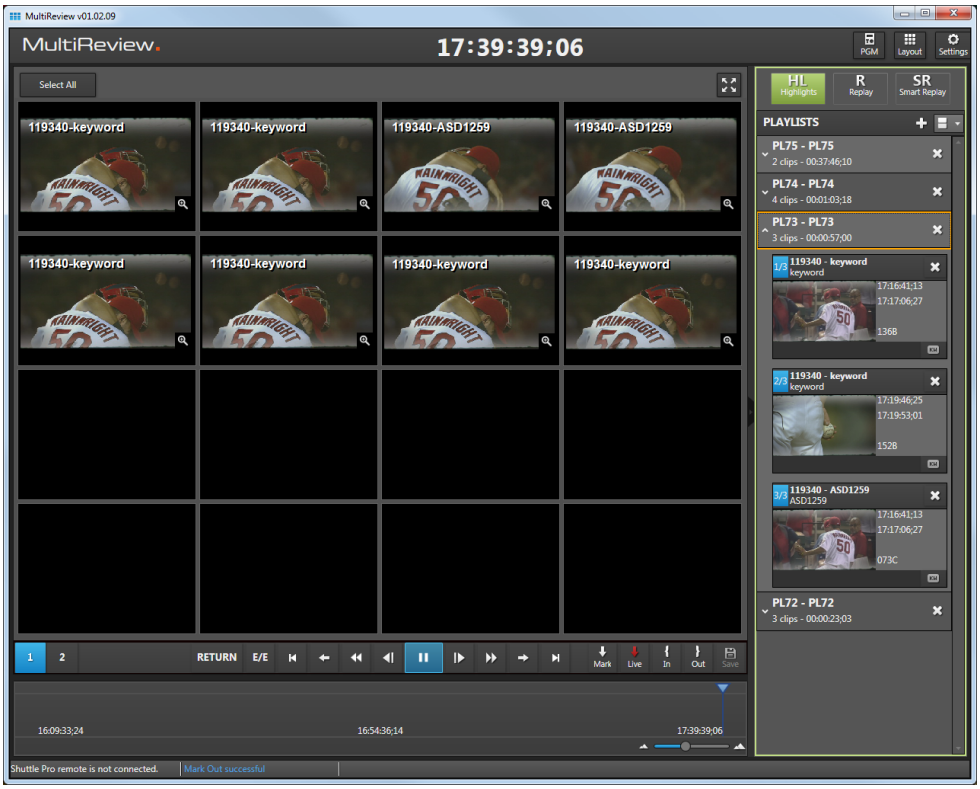
Removing Clips

To remove playlists or clips, click in the thumbnail.

Loading a Clip on the Timeline

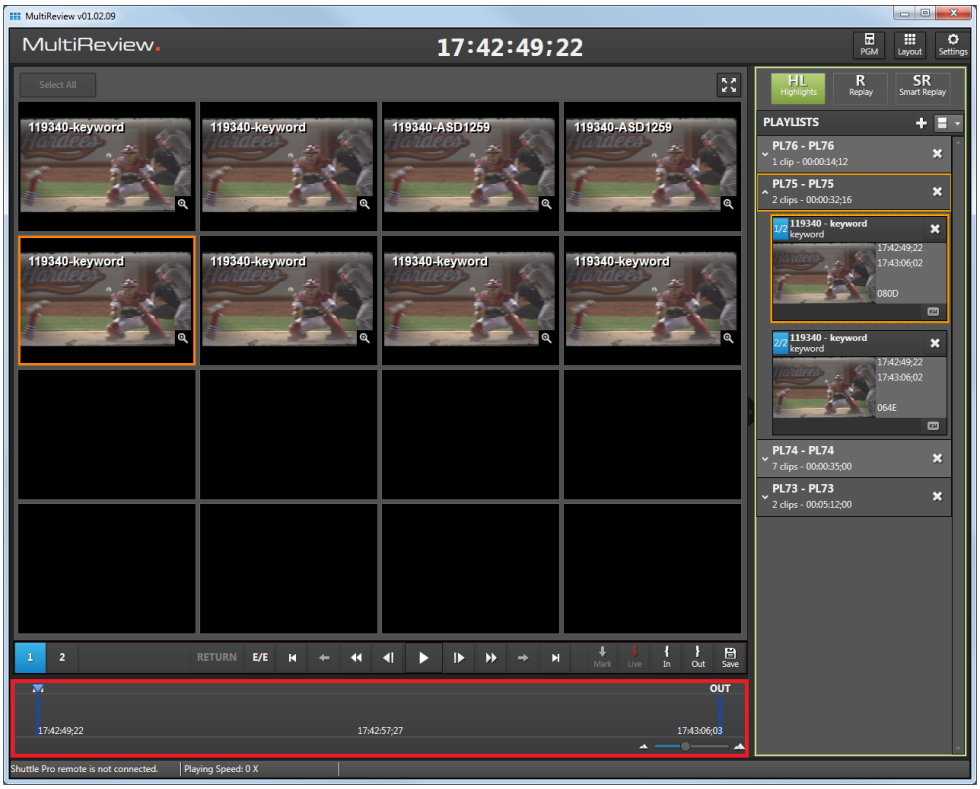
After creating playlists, you can browse or trim them ,proceed as follows:

1. Recall a specific playlist you would like to browse or trim, then the playlist will be expanded.



2. Double click the a certain clip in playlist, then that clip will be loaded on the timeline.

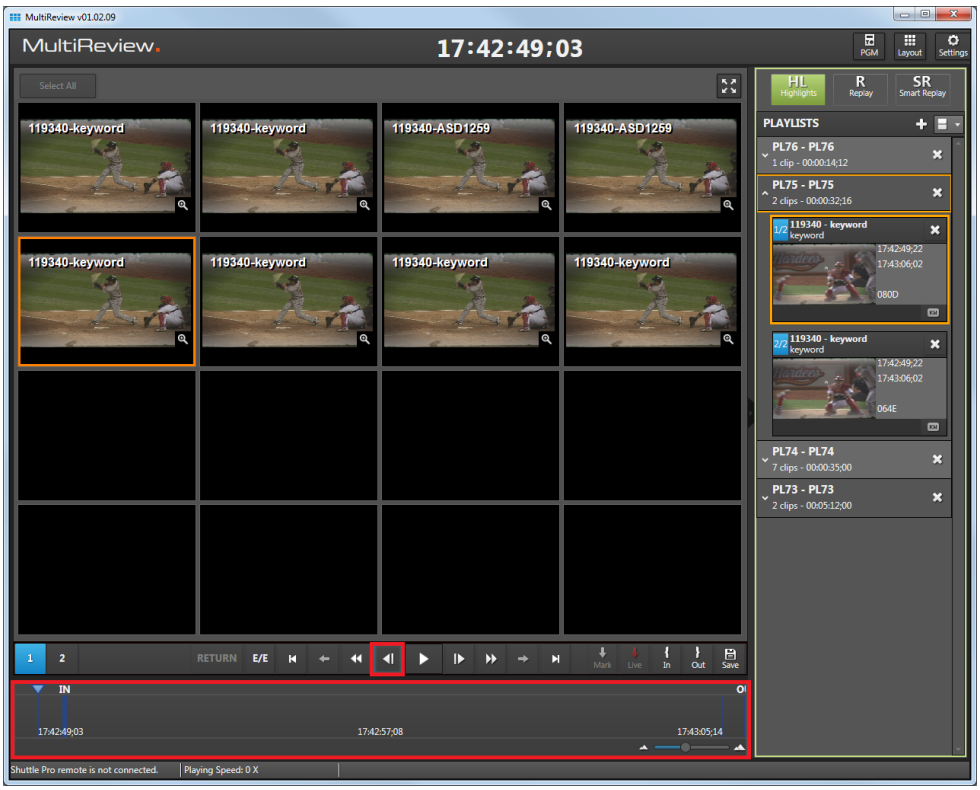
   When the clip is loaded on timeline, you can see there's an IN point and an OUT point on timeline.In addition, the blue marker will locate at the IN point, as the screenshot shows below.


MultiReview v01.02.09
MultiReview.
17:42:49;22
PGM
Layout
Settings
Select All
HL Highlights
R Replay
SR Smart Replay
PLAYLISTS
PL76 - PL76
1 clip - 00:00:14;12
PL75 - PL75
2 clips - 00:00:32;16
1/2 119340 - keyword
keyword
17:42:49;22
17:43:06;02
080D
2/2 119340 - keyword
keyword
17:42:49;22
17:43:06;02
064E
PL74 - PL74
7 clips - 00:00:35;00
PL73 - PL73
2 clips - 00:05:12;00
119340-keyword
119340-keyword
119340-ASD1259
119340-ASD1259
119340-keyword
119340-keyword
119340-keyword
119340-keyword
1
2
RETURN
E/E
Mark
Live
In
Out
Save
OUT
17:42:49;22
17:42:57;27
17:43:06;03
Shuttle Pro remote is not connected.
Playing Speed: 0 X

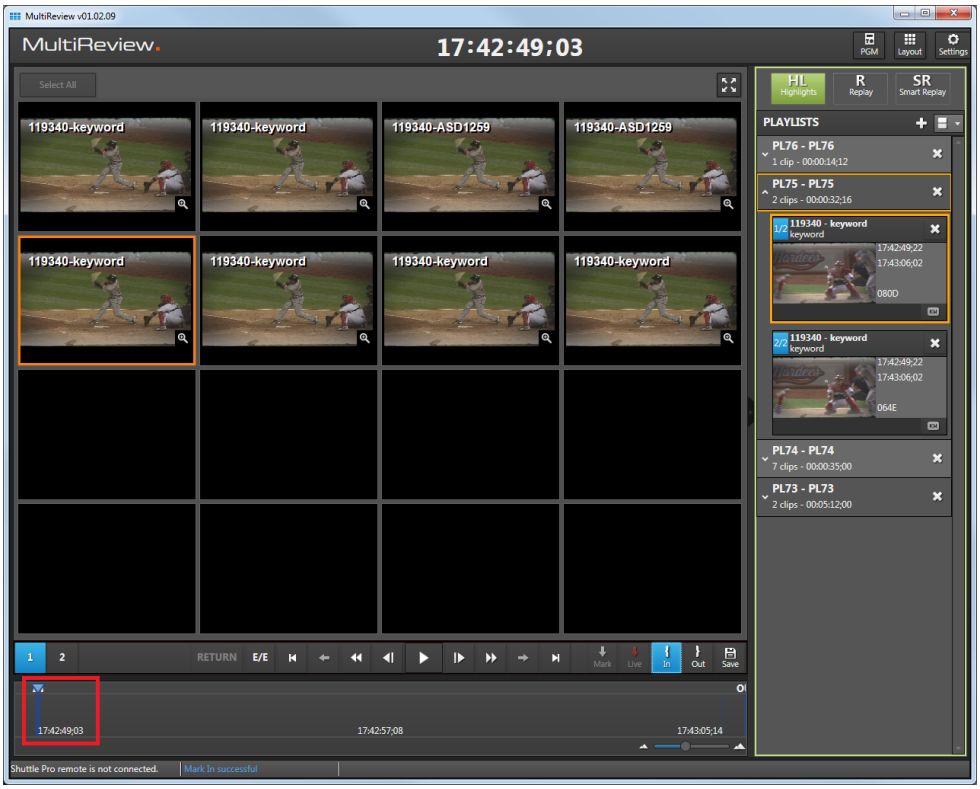
Trimming a Clip

Trim a clip, follow the steps below:

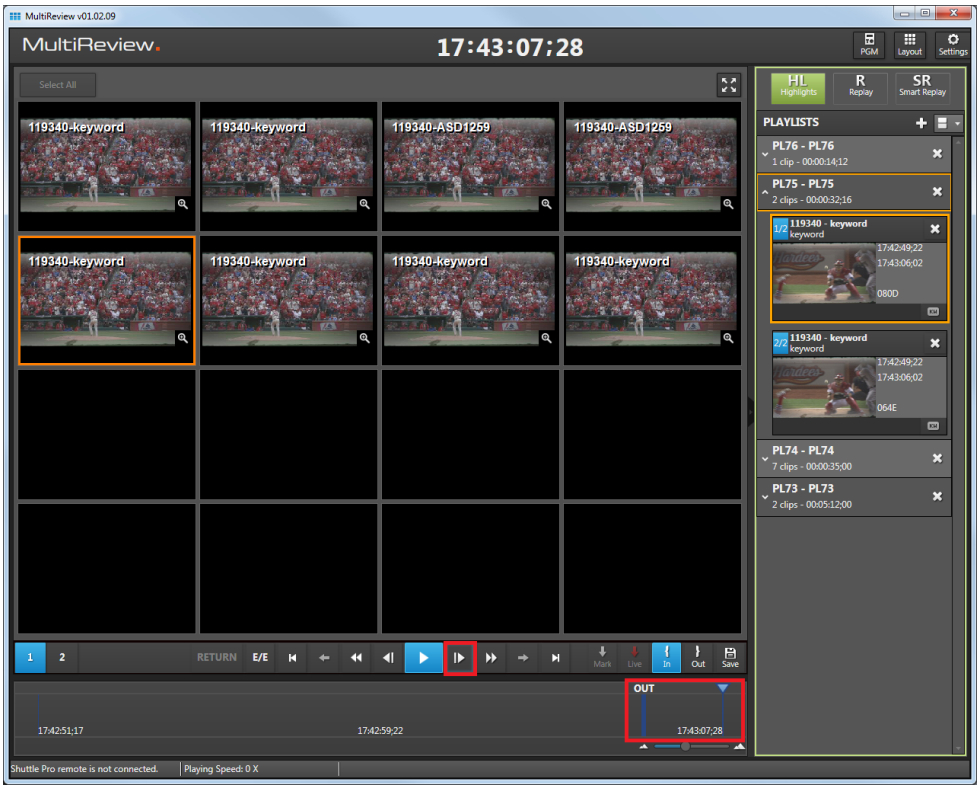
1. Load an specific clip on timeline.
2. Click the **Previous Frame** button or the **Next Frame** button to get to the specific frame.



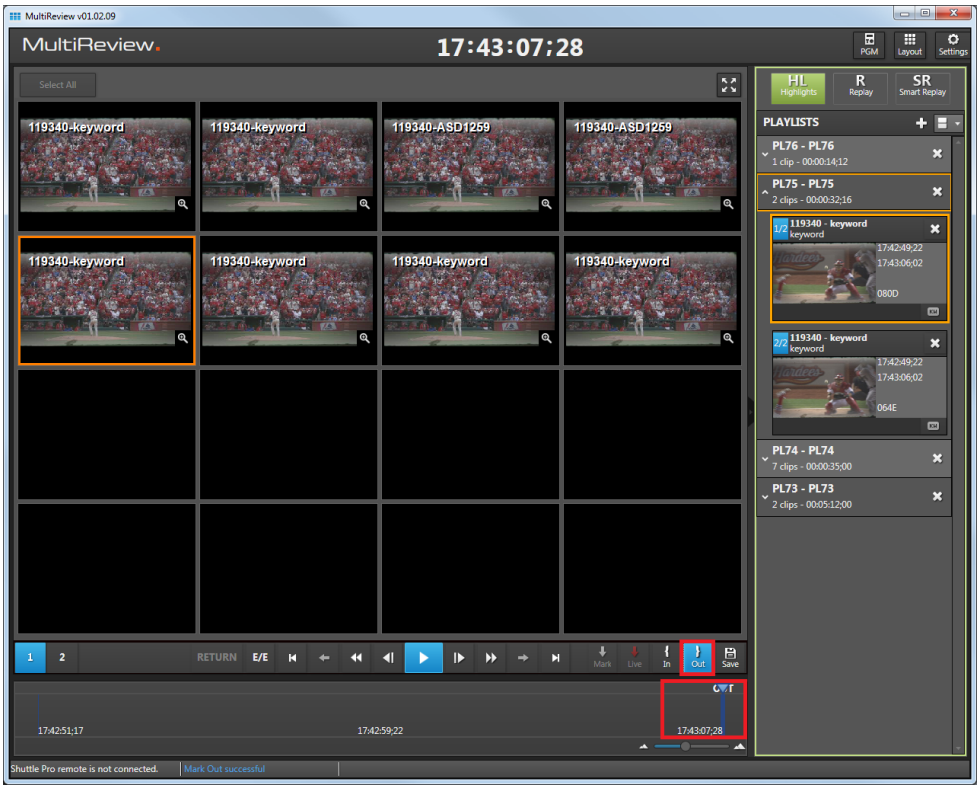
3. Click the **In** button to define the clip IN point.



4. Click the **Previous Frame** button or the **Next Frame** button to get to the specific frame.



5. Click the **Out** button to define the clip OUT point.



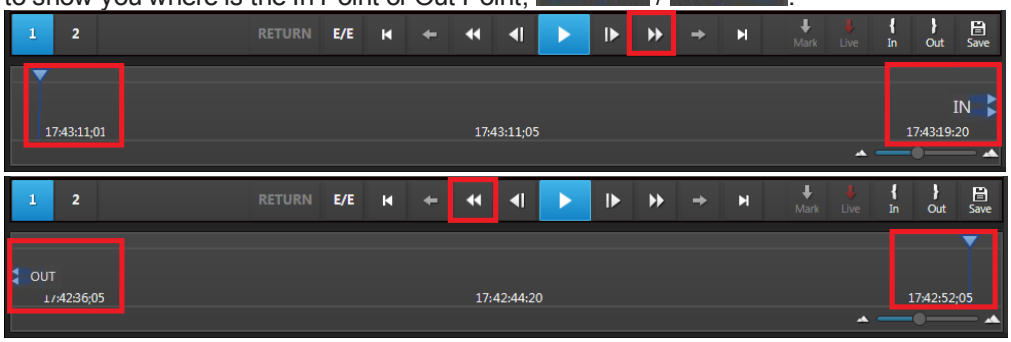
Note

You can also click the **Fast Rewind** button or **Fast Forward** button to trim a clip, following the steps above.

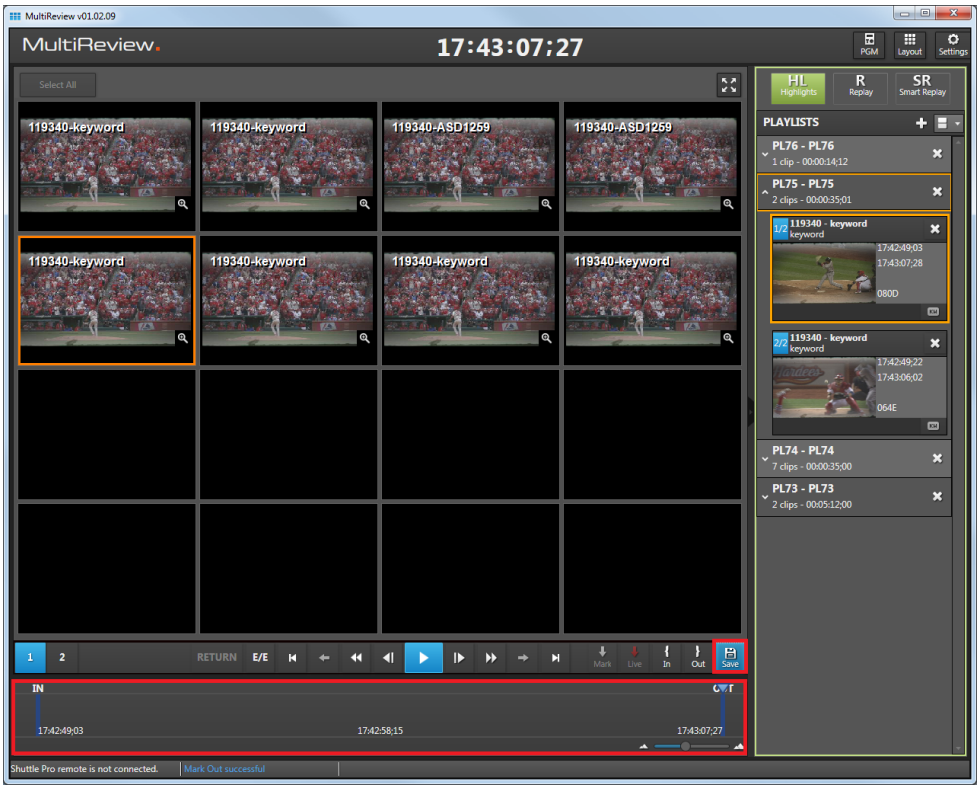
If you fast rewind or fast forward out of the In Point or Out Point, there will be a sign to show you where is the In Point or Out Point,

/

.



6. Click the **Save** button to save the trim.

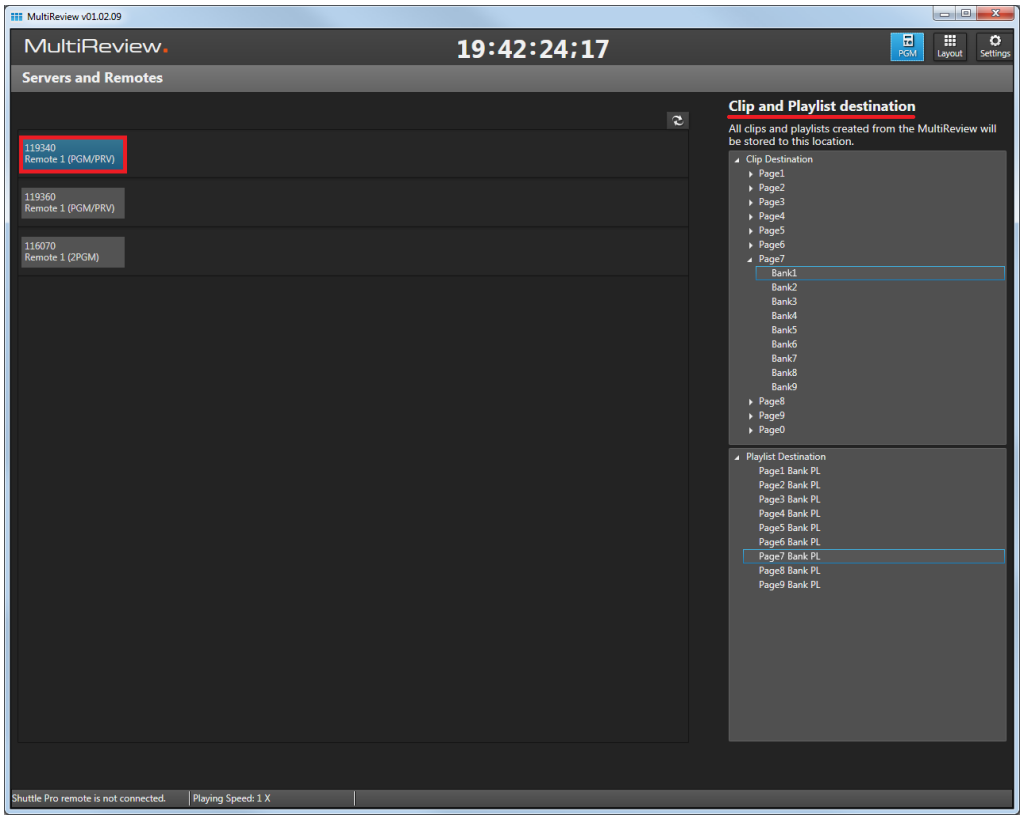

MultiReview v01.02.09
MultiReview.
17:43:07;27
PGM
Layout
Settings
Select All
119340-keyword
119340-ASD1259
HL Highlights
R Replay
SR Smart Replay
PLAYLISTS
PL76 - PL76
1 clip - 00:00:14;12
PL75 - PL75
2 clips - 00:00:35;01
1/2 119340 - keyword
keyword
17:42:49;03
17:43:07;28
080D
2/2 119340 - keyword
keyword
17:42:49;22
17:43:06;02
064E
PL74 - PL74
7 clips - 00:00:35;00
PL73 - PL73
2 clips - 00:05:12;00
RETURN
E/E
Mark
Live
In
Out
Save
IN
17:42:49;03
17:42:58;15
17:43:07;27
Shuttle Pro remote is not connected.
Mark Out successful

5.2.7. PGM

Click the **PGM** button,

, then you are allowed to check the XT server and LSM remote you have selected, which is highlighted in the list.

In addition, you can check and change the destination of clip and playlist.



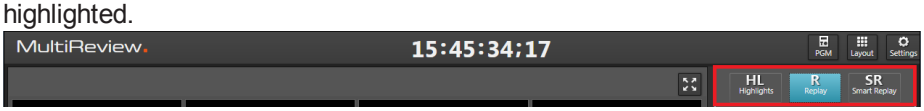
5.3. Repaly Mode

5.3.1. Description

This mode allows you to load any cameras from network on **Preview Channel** or **Program Channel** according to the remote configuration:

- In PGM/PRV mode, your selection will be loaded to the Preview channel of the attached server.
- In 2 PGM mode, your selection will be loaded to the PGM 1 or 2 of the attached server.

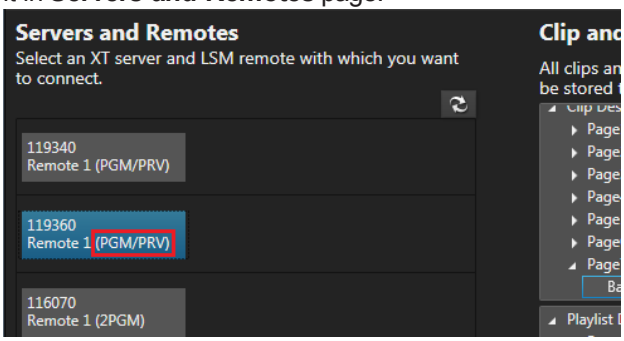
Note
Please make sure that the mode is activated. Click the specific icon which will be highlighted.



5.3.2. Loading Cameras onto Preview Channel

Warning

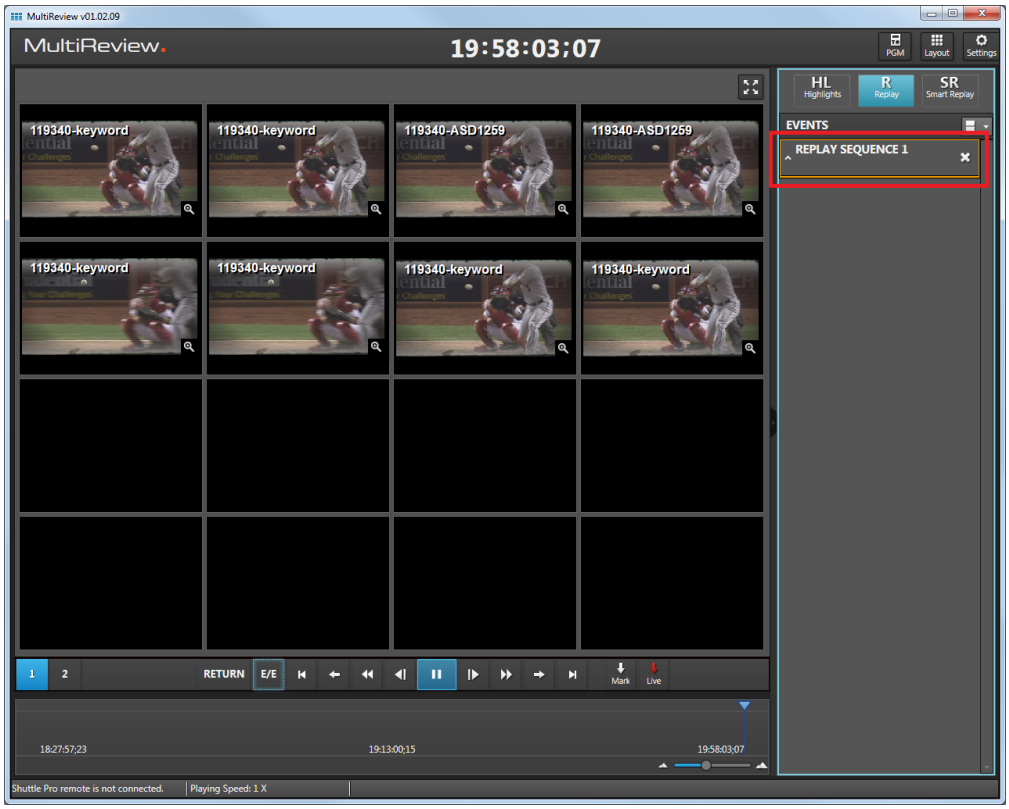
Remember the **Remote** must be in **PGM + PRV**(Preview Channel) mode. Set it in **Servers and Remotes** page.



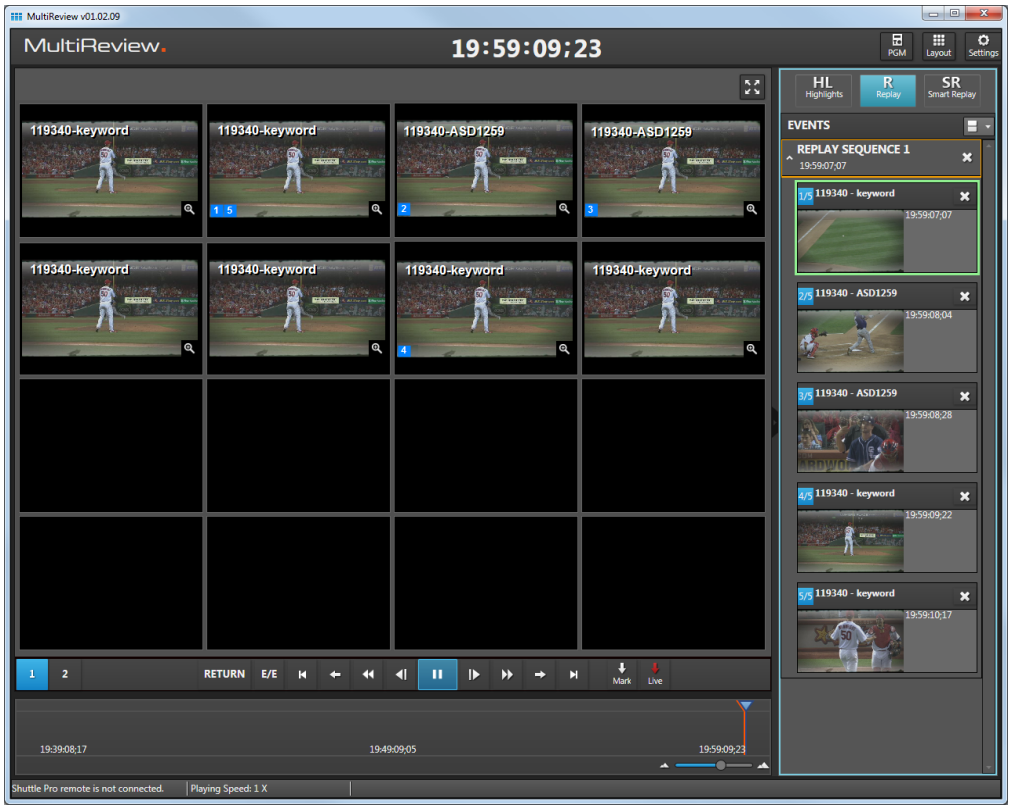
How to Create a Replay Sequence

If you would like to load cameras onto Preview Channel, you can create Replay Sequences, proceed as follows:

1. Click the **E/E** button to create an event, and there will be an empty event in EVENTS List.

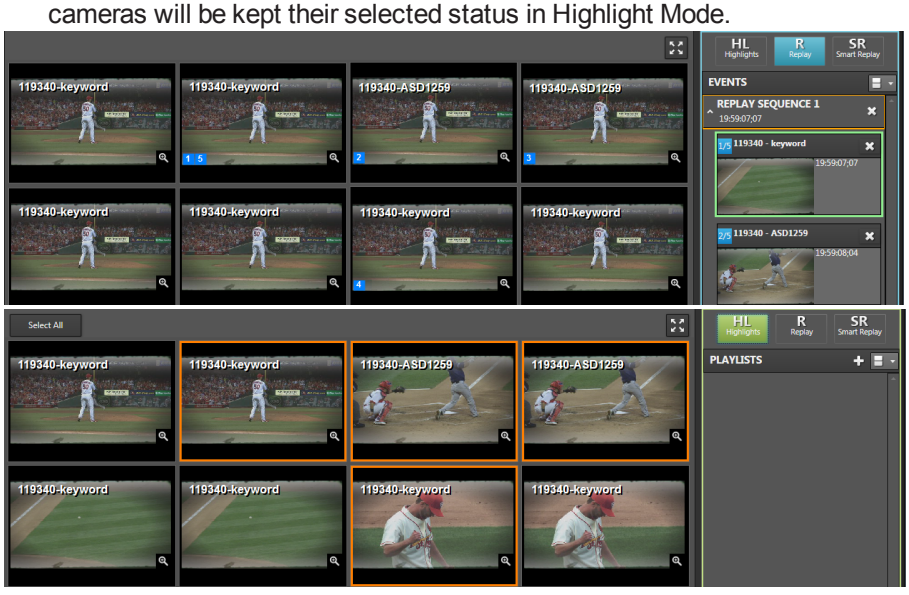


2. Double click the camera you would like to create in **Replay Sequence**.



Note

- The first selected camera will be loaded on PRV automatically and be in green bolder.
- When changing mode from Replay Mode to Highlight Mode, the selected cameras will be kept their selected status in Highlight Mode.



Naming the Replay Sequence

To name Replay Sequence, see section 4.3.2 Naming the Event.

How To Take the Cameras onto PGM

1. Please make sure you are in a specific event in the Replay Sequence.
2. Click

, the **Take** button on Remote, to take the first camera which is already on PRV automatically onto PGM.

- The camera loaded onto PRV will be in green bolder.
- The camera taken onto PGM will be in red bolder.
- After taking a camera onto PGM,the next camera will be loaded onto PRV in sequence automatically.

3. Click

again, you will take the camera on PRV onto PGM.

Forcing the Load

To force the load, double click the certain cameras.

For instance:

1. The first one is already on PRV automatically, then double click the last one to force it to load on PRV.
2. Click

to take it on PGM.

How to Recall a Replay Sequence

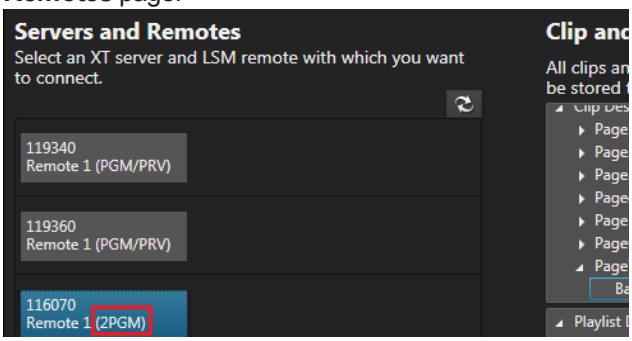
To recall the Replay Sequence created before, there are two methods:

- Double click the specific event marker on timeline.
- Double click the event you would like to browse in EVENT list.

5.3.3. Loading Cameras onto 2PGM

Warning

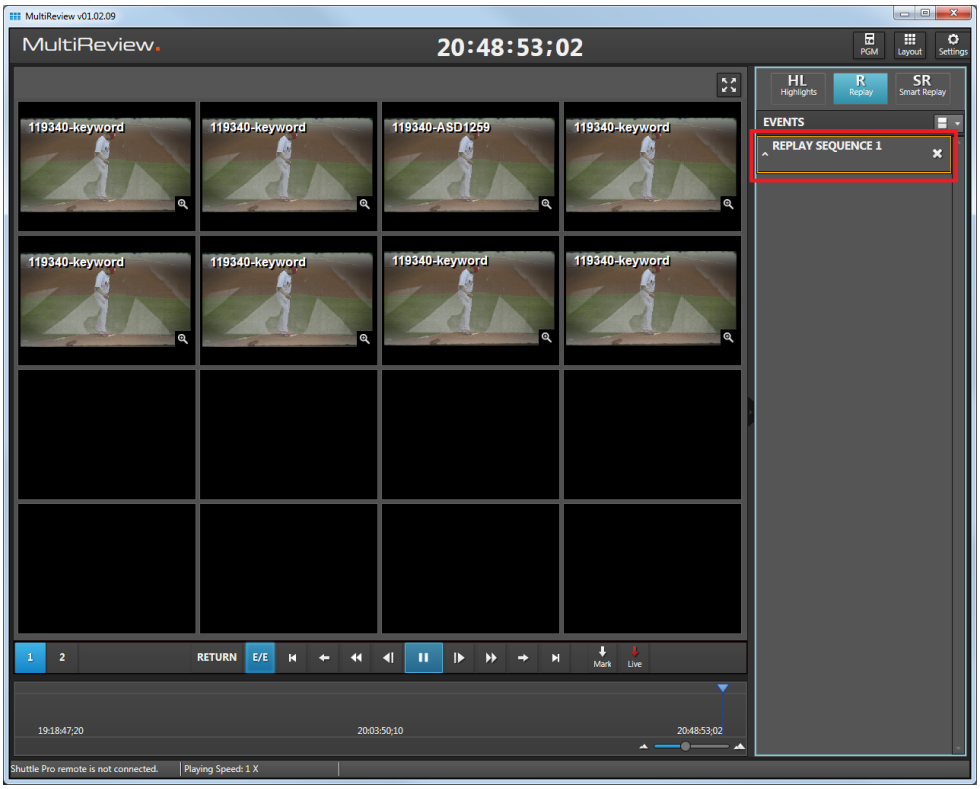
Remember the **Remote** must be in **2PGM** mode. To set it in **Servers and Remotes** page.



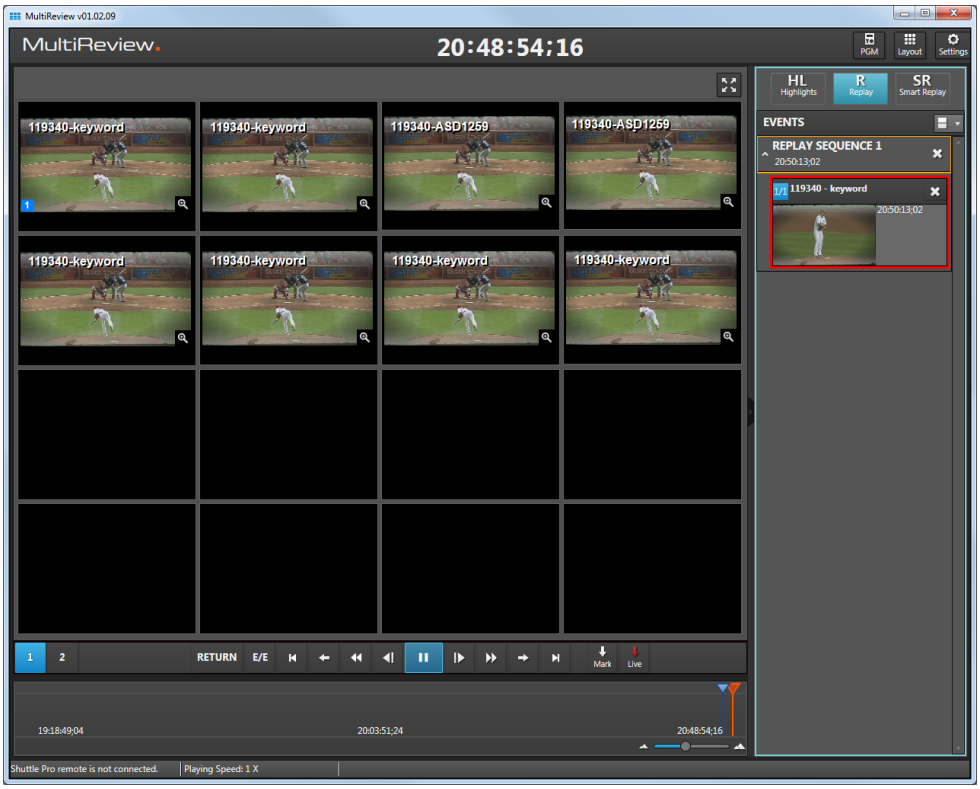
How to Create a Replay Sequence

To create Replay Sequences, proceed as follows:

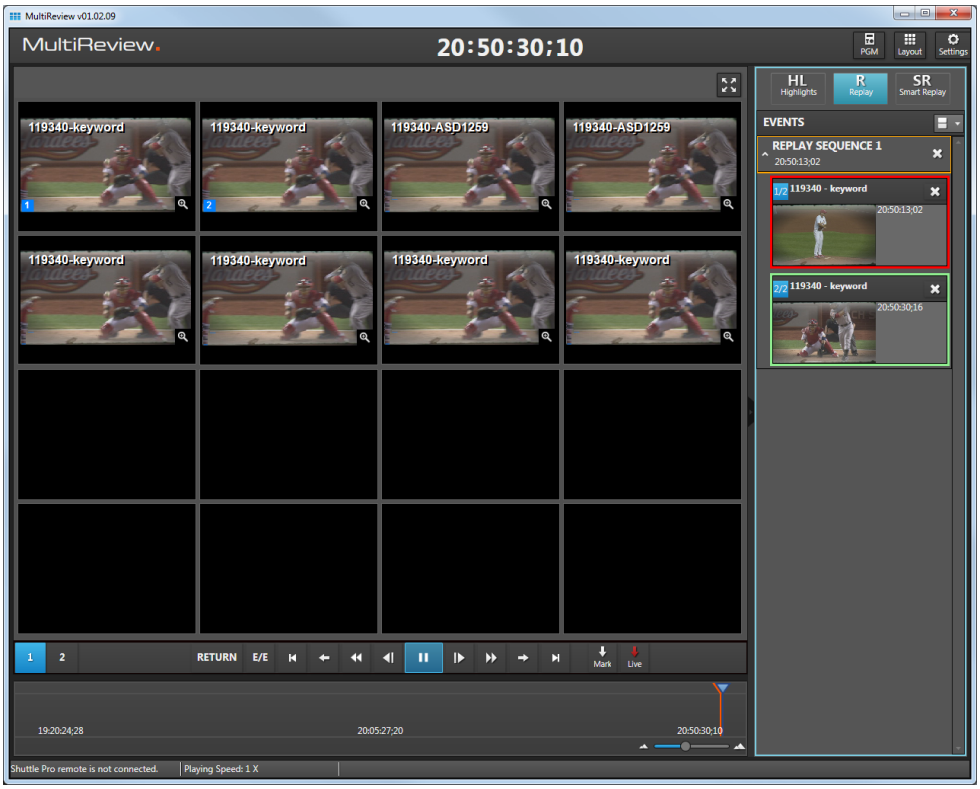
1. Click the **E/E** button to create an event, and there will be an empty event in EVENTS List.

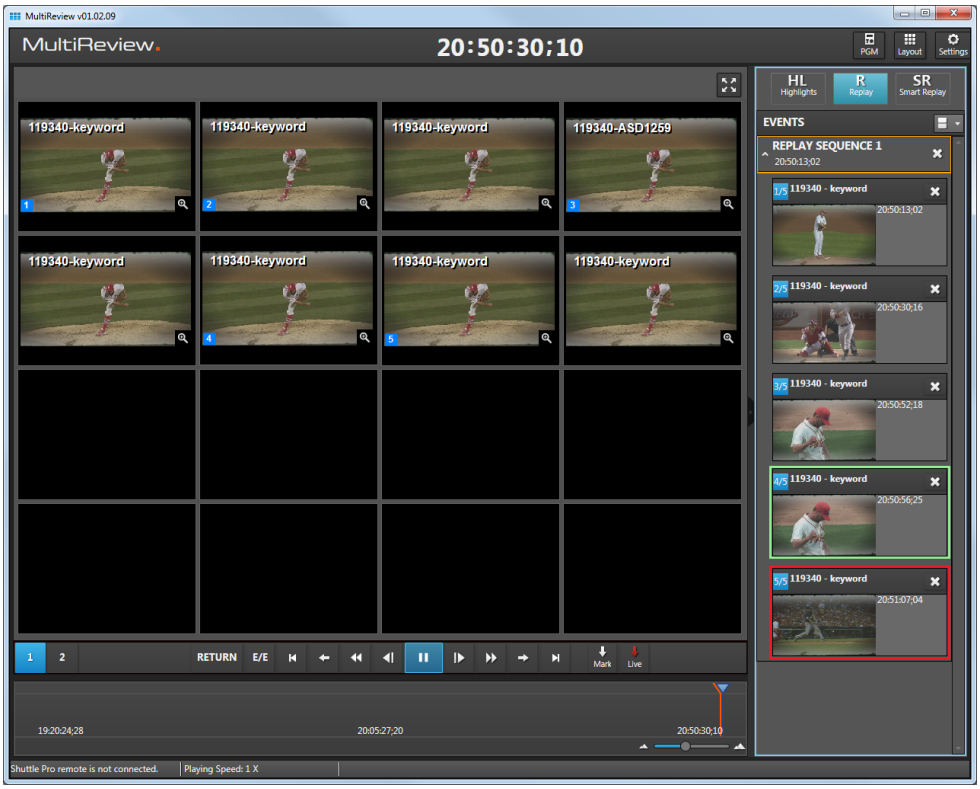


2. To load a camera onto PGM1, left double-click the camera you would like to create in **Replay Sequence**.



3. To load a camera onto PGM2, right double-click the camera you would like to create in **Replay Sequence**.





Note

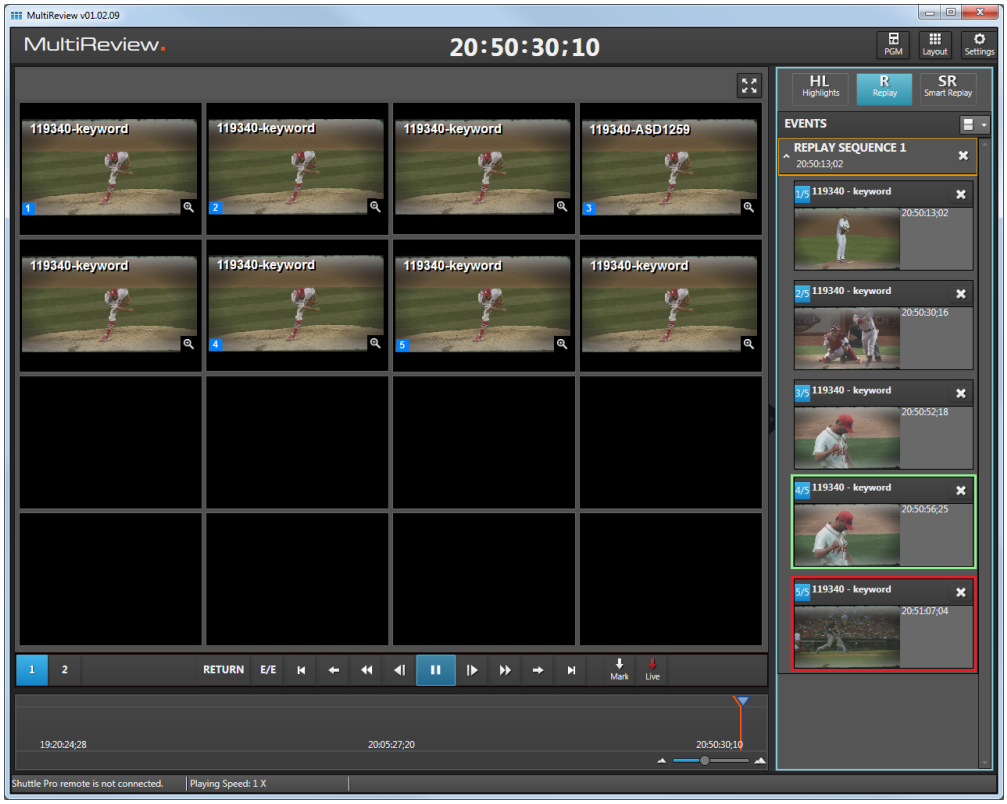
The camera selected by left double-click will be loaded on PGM1 automatically and be in **RED** bolder.In addition, the camera selected by right double-click will be loaded on PGM2 automatically and be in **GREEN** bolder.

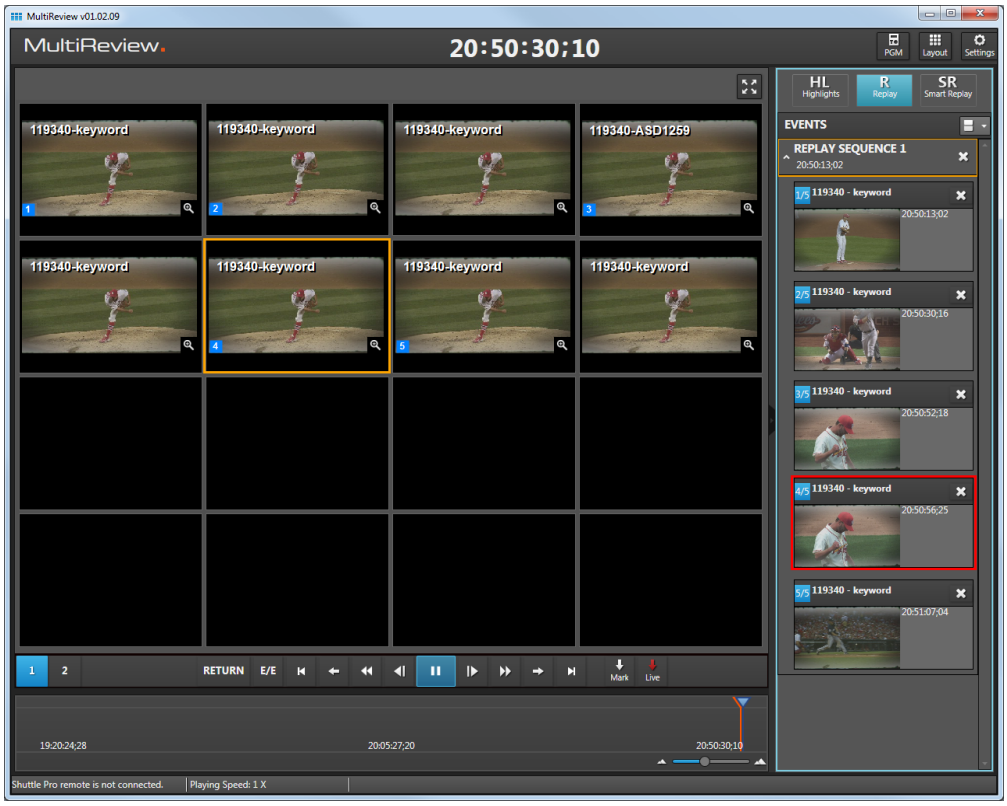
Forcing the Load

You are allowed to load the specific cameras onto PGM1 or PGM2. To force the load, **left double-click** to load them onto PGM1 or **right double-click** to load them onto PGM2.

For instance:

The forth one is already on PGM2 , you are allowed to left double-click it to force it to load on PGM1. Then the forth one is in red border, shows as the screenshots below.




MultiReview v01.02.09
MultiReview.
20:50:30:10
PGM
Layout
Settings
HL
Highlights
R
Replay
SR
Smart Replay
EVENTS
REPLAY SEQUENCE 1
20:50:13;02
119340-keyword
119340-ASD1259
1/5 119340 - keyword
20:50:13;02
2/5 119340 - keyword
20:50:30;16
3/5 119340 - keyword
20:50:52;18
4/5 119340 - keyword
20:50:56;25
5/5 119340 - keyword
20:51:07;04
RETURN
E/E
Mark
Live
19:20:24;28
20:05:27;20
20:50:30;10
Shuttle Pro remote is not connected.
Playing Speed: 1 X

5.4. Smart Replay Mode

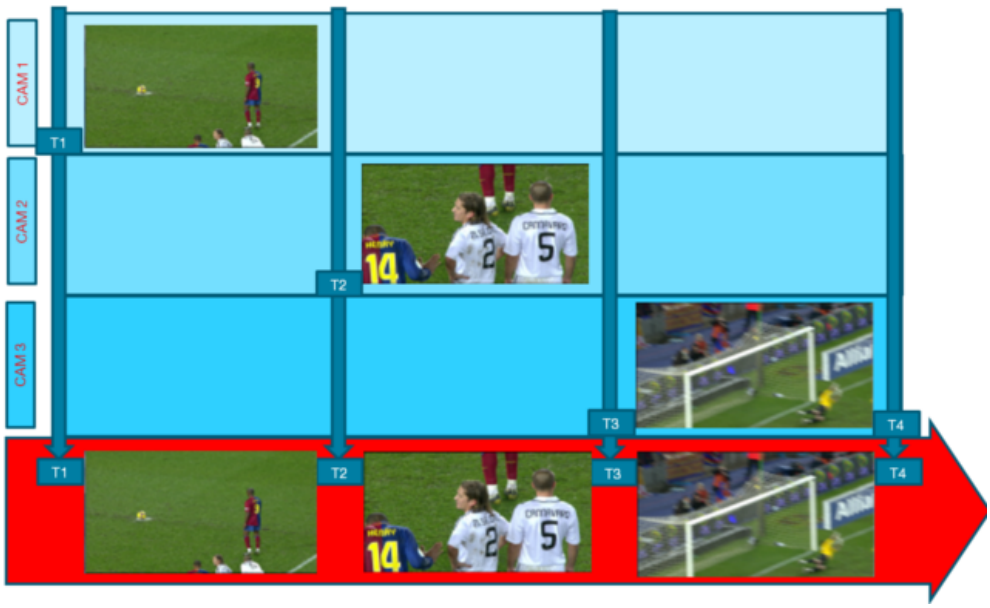
5.4.1. Description

Introduction

This mode allows you to quickly create a playlist by selecting camera angles and time, click in the mosaic to select best angles and define IN/OUT points according to the scenario.

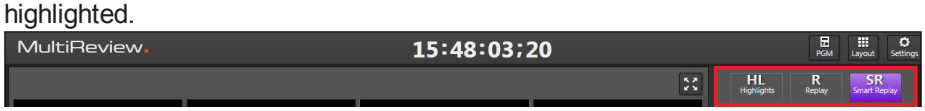
Illustration of In/Out point

- Select CAM1 as a start,you will make an IN point which is T1.
- Continue to select a new camera (CAM2), and the IN point is T2.
- This action defines the OUT point of the previous camera(CAM1),and creates the first clip in the playlist. This clip is automatically added on a playlist of your server, and this playlist is loaded to the PGM (ready to start playing).
- Continue to selects a new camera (CAM3),and the IN point is T3.
- This action defines the OUT points of CAM2, and creates the second clip in the playlist. This clip is appended to the ON AIR playlist.



This picture shows the processes talked above.

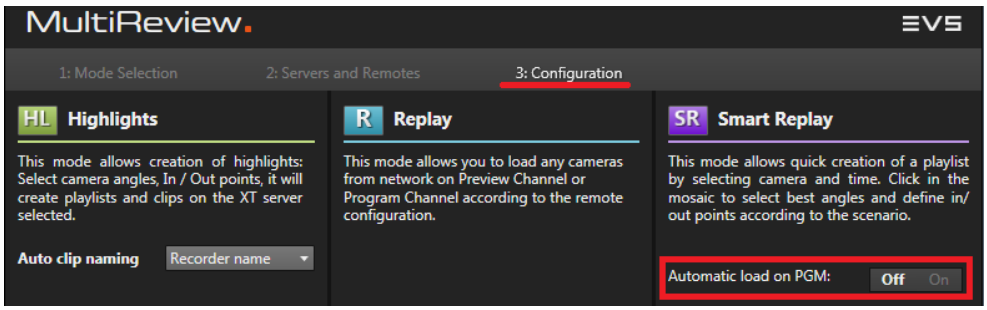
Note
Please make sure that the mode is activated. Click the specific icon which will highlighted.

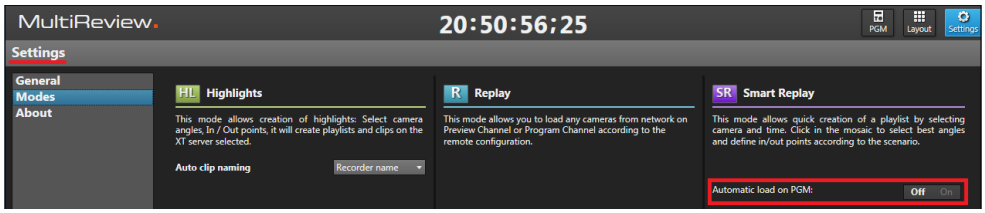


Set the Form of Loading Playlist Before Starting

Before starting, please make sure if you want to load playlists on PGM automatically.

To set the form of loading, turn **Automatic Load on PGM** ON/OFF on Configuration page or in Setting Menu.


MultiReview.
EVS
1: Mode Selection
2: Servers and Remotes
3: Configuration
HL Highlights
This mode allows creation of highlights: Select camera angles, In / Out points, it will create playlists and clips on the XT server selected.
Auto clip naming
Recorder name
R Replay
This mode allows you to load any cameras from network on Preview Channel or Program Channel according to the remote configuration.
SR Smart Replay
This mode allows quick creation of a playlist by selecting camera and time. Click in the mosaic to select best angles and define in/out points according to the scenario.
Automatic load on PGM:
Off
On

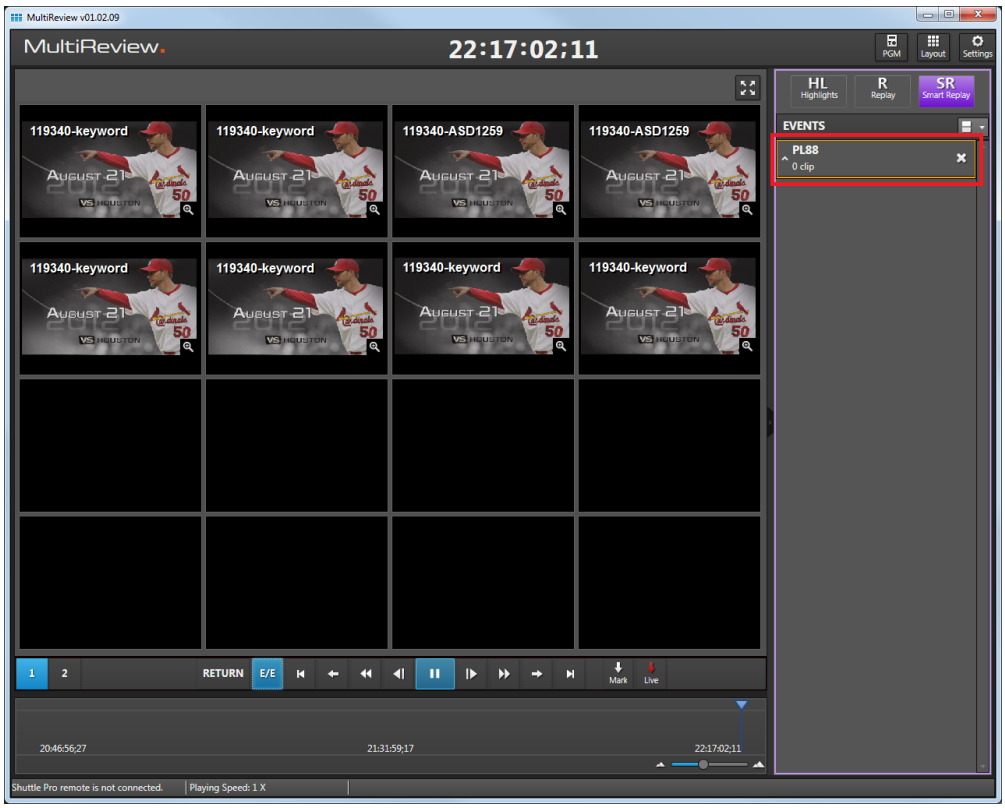

MultiReview.
20:50:56:25
PGM
Layout
Settings
Settings
General
Modes
About
HL Highlights
This mode allows creation of highlights: Select camera angles, In / Out points, it will create playlists and clips on the XT server selected.
Auto clip naming
Recorder name
R Replay
This mode allows you to load any cameras from network on Preview Channel or Program Channel according to the remote configuration.
SR Smart Replay
This mode allows quick creation of a playlist by selecting camera and time. Click in the mosaic to select best angles and define in/out points according to the scenario.
Automatic load on PGM:
Off
On

5.4.2. When Automatic Load on PGM is ON

How to Create a Playlist

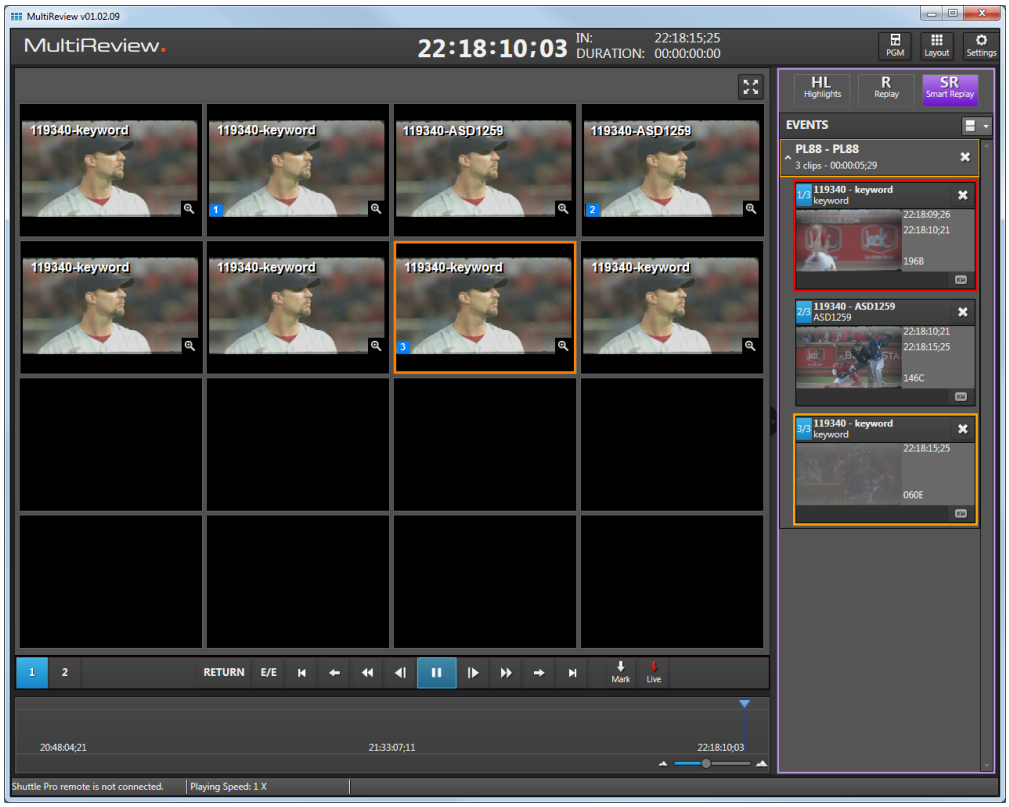
You can create playlists when Automatic Load on PGM is ON, proceed as follows:

1. Click the **E/E** button to create an event, and there will be an empty event in EVENTS List.



2. In Smart Replay, there are two ways to add new elements into the paylist.

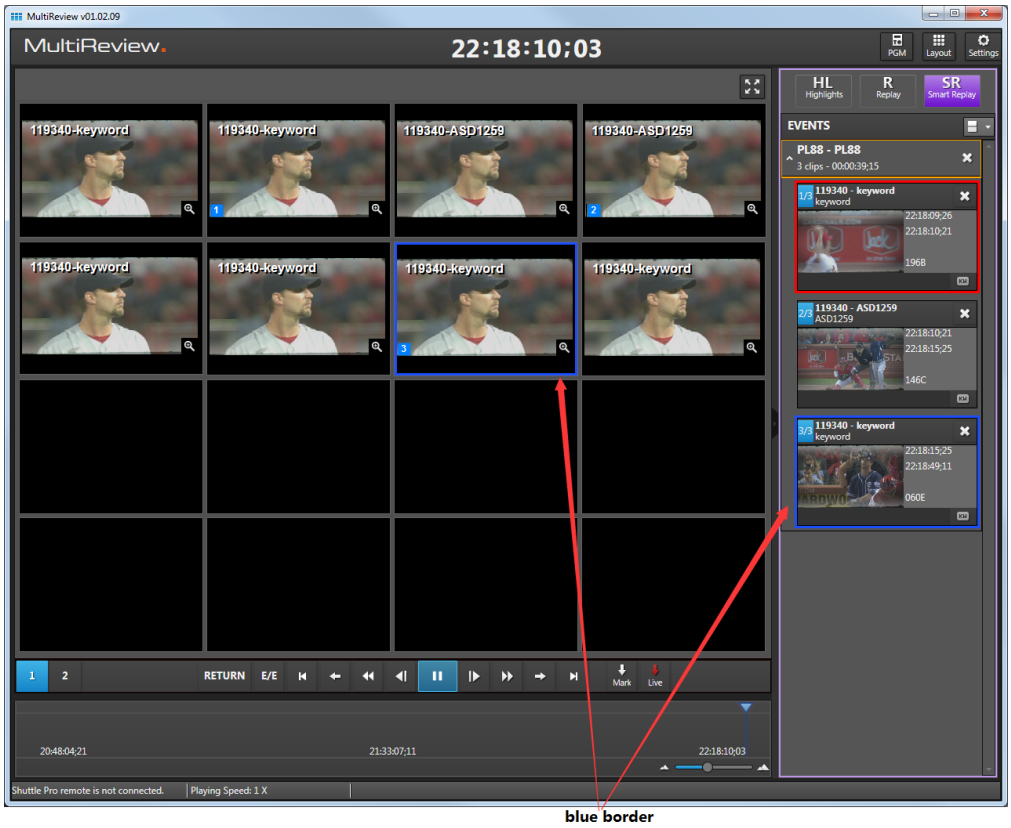
- Select cameras from the mosaic by double clicking to create a chained sequence, then the IN/OUTpoint will be adjusted automatically with the following rule: TC IN of the new selected camera = TC OUT of the previous selected camera.



Note

- The first camera in playlist will be loaded on PGM automatically, which is in red bolder.
- The last selected camera is in gray, because it does not have an OUT point.
- If you leave the sequence (click the **E/E** button, switch to another mode, or exit the application), an out point will be automatically added.
- If the playlist created in Smart Replay mode is modified from the LSM Remote, this playlist will be synchronized with the MultiReview.

- Select a camera by double clicking to defines the IN point, and double click the same camera again to define the OUT point.Then the selected camera in mosaic area and the thumbnail in playlist are in blue border.



Naming the Playlist

To name playlist in Event List area, see section 4.3.2 Naming the Event.

How to reload a Playlist

To recall a playlist, see section 5.3.2 How to recall a Replay Sequence.

5.4.3. When Automatic Load on PGM is OFF

How to Create a Playlist

To create a playlist, see section 5.4.2 How to Create a Playlist.

Note
Please pay attention to that clips will not to be loaded onto PGM automatically.
If you would like to load the certain clip onto PGM, please double-click to force the load.

How to Reload a Playlist

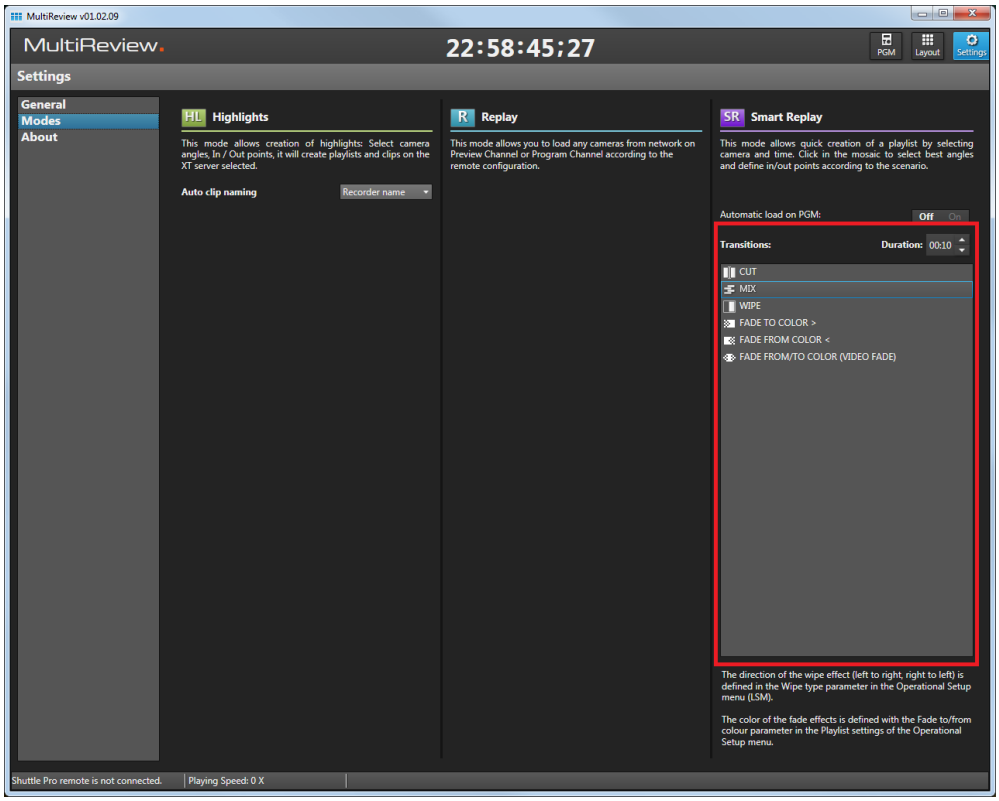
To reload a Playlist on PGM, see section 5.3.2 How to Recall a Replay Sequence.

5.4.4. Settings

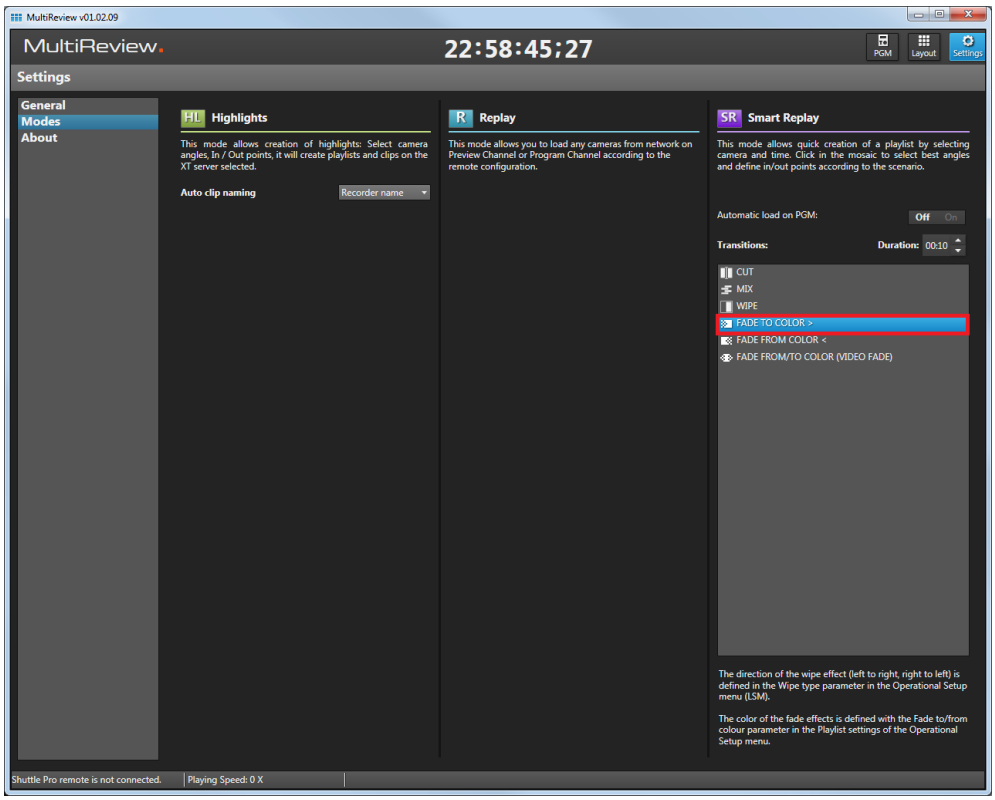
In Smart Replay Mode, you can go into Settings page to apply an transition effect between the cameras and edit the duration of the effect applied.

Changing the Effect

As the screenshot shows below, the effects of transition are listed, and the Mix effect is the default effect.


MultiReview v01.02.09
MultiReview.
22:58:45;27
PGM
Layout
Settings
Settings
General
Modes
About
HL Highlights
This mode allows creation of highlights: Select camera angles, In / Out points, it will create playlists and clips on the XT server selected.
Auto clip naming
Recorder name
R Replay
This mode allows you to load any cameras from network on Preview Channel or Program Channel according to the remote configuration.
SR Smart Replay
This mode allows quick creation of a playlist by selecting camera and time. Click in the mosaic to select best angles and define in/out points according to the scenario.
Automatic load on PGM:
Off On
Transitions:
Duration: 00:10
CUT
MIX
WIPE
FADE TO COLOR >
FADE FROM COLOR <
FADE FROM/TO COLOR (VIDEO FADE)
The direction of the wipe effect (left to right, right to left) is defined in the Wipe type parameter in the Operational Setup menu (LSM).
The color of the fade effects is defined with the Fade to/from colour parameter in the Playlist settings of the Operational Setup menu.
Shuttle Pro remote is not connected.
Playing Speed: 0 X

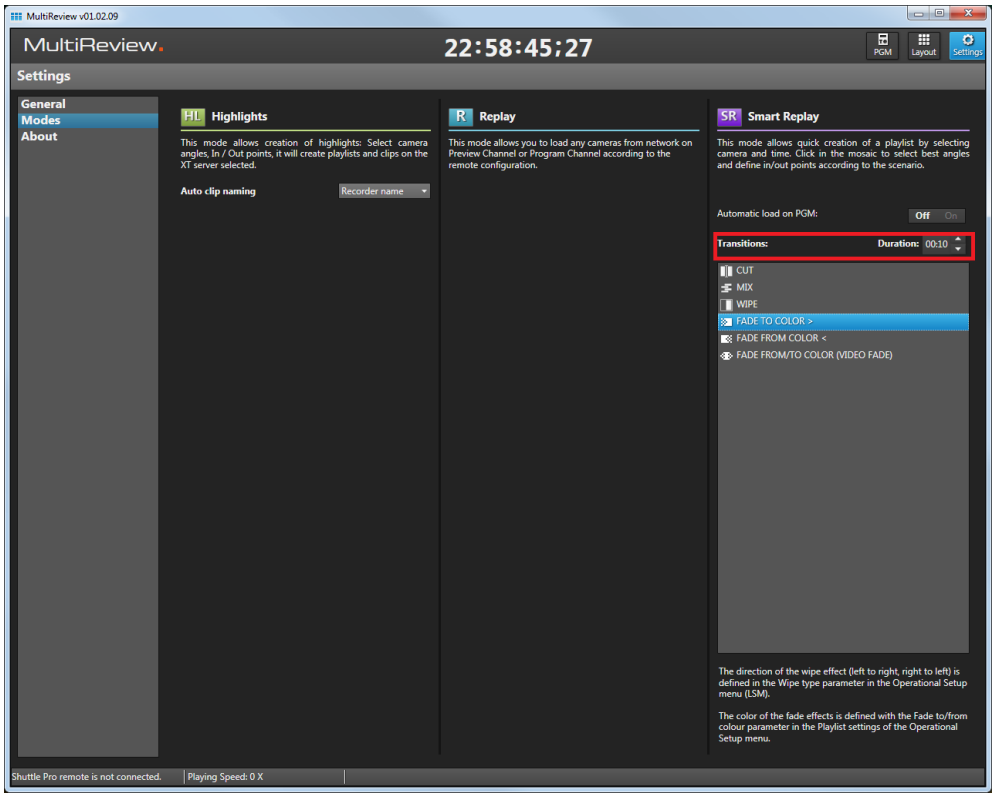
To change the effect, click the specific effect you would like to apply,and the effect will be highlighted, as the screenshot shows below.


MultiReview v01.02.09
MultiReview.
22:58:45;27
PGM
Layout
Settings
Settings
General
Modes
About
HL Highlights
This mode allows creation of highlights: Select camera angles, In / Out points, it will create playlists and clips on the XT server selected.
Auto clip naming
Recorder name
R Replay
This mode allows you to load any cameras from network on Preview Channel or Program Channel according to the remote configuration.
SR Smart Replay
This mode allows quick creation of a playlist by selecting camera and time. Click in the mosaic to select best angles and define in/out points according to the scenario.
Automatic load on PGM:
Off On
Transitions:
Duration: 00:10
CUT
MIX
WIPE
FADE TO COLOR >
FADE FROM COLOR <
FADE FROM/TO COLOR (VIDEO FADE)
The direction of the wipe effect (left to right, right to left) is defined in the Wipe type parameter in the Operational Setup menu (LSM).
The color of the fade effects is defined with the Fade to/from colour parameter in the Playlist settings of the Operational Setup menu.
Shuttle Pro remote is not connected.
Playing Speed: 0 X

Changing the Duration

As the screenshot shows below, there's an option of duration for you to change the duration of the effect you want to apply. The duration is 10 frames by default.

To change the duration, input a figure into the duration circle manually.


MultiReview v01.02.09
MultiReview.
22:58:45:27
PGM
Layout
Settings
Settings
General
Modes
About
HL Highlights
This mode allows creation of highlights: Select camera angles, In / Out points, it will create playlists and clips on the XT server selected.
Auto clip naming
Recorder name
R Replay
This mode allows you to load any cameras from network on Preview Channel or Program Channel according to the remote configuration.
SR Smart Replay
This mode allows quick creation of a playlist by selecting camera and time. Click in the mosaic to select best angles and define in/out points according to the scenario.
Automatic load on PGM:
Off
On
Transitions:
Duration: 00:10
CUT
MIX
WIPE
FADE TO COLOR >
FADE FROM COLOR <
FADE FROM/TO COLOR (VIDEO FADE)
The direction of the wipe effect (left to right, right to left) is defined in the Wipe type parameter in the Operational Setup menu (LSM).
The color of the fade effects is defined with the Fade to/from colour parameter in the Playlist settings of the Operational Setup menu.
Shuttle Pro remote is not connected.
Playing Speed: 0 X

6. Keywords

6.1. Description

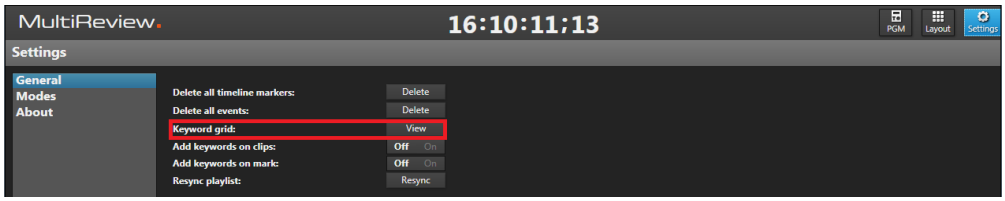
NEW ! The version 1.2 offers the possibility to log the content with some keywords.

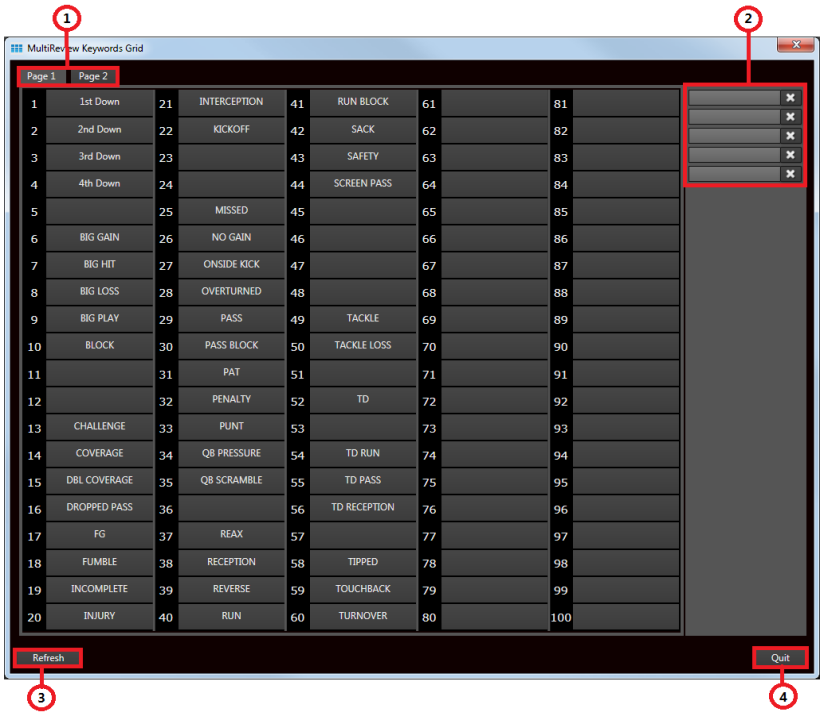
Note
- **Add Keywords on Mark/Add Keywords on Clip** doesn't work in **Offline Mode**.
- **Add Keywords on Mark/Add Keywords on Clip** doesn't work in **Replay Mode** which is in **Online Mode**.

6.2. Keyword Grid

You can check all the keywords on servers,and you can also refresh the keywords in Setting Menu, proceed as follows:

1. Click the **Settings** button.
2. Click the **View** button, and the Keywords Grid will pop up.





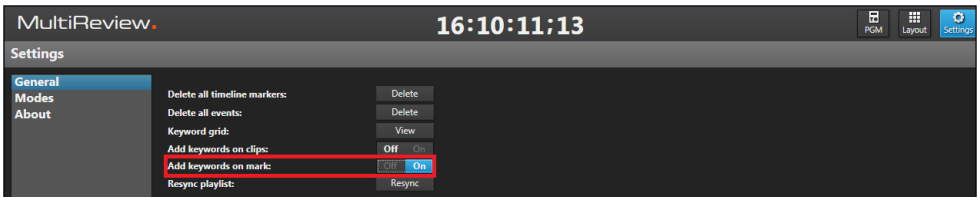
Part	Area/Button	Description
1.	**Page Selector Area**	The keyword grid contains two pages of 100 keywords.
2.	**Keyword List Area**	This list contains the keywords selected by users,(but it's not relevant if the keyword window is open from the setting menu).
3.	**Refresh**	Click **Refresh** to refresh the keyword grid to make sure the keywords in MultiReview are same as those in the network.
4.	**Quit**	Click **Quit** to close the keywords grid.

6.3. Add Keywords on Mark

Note
We make Highlight Mode as an example. As a matter of fact, the operation to add keywords on Mark in Smart Replay is completely the same as it works in Highlight Mode.

6.3.1. Introduction

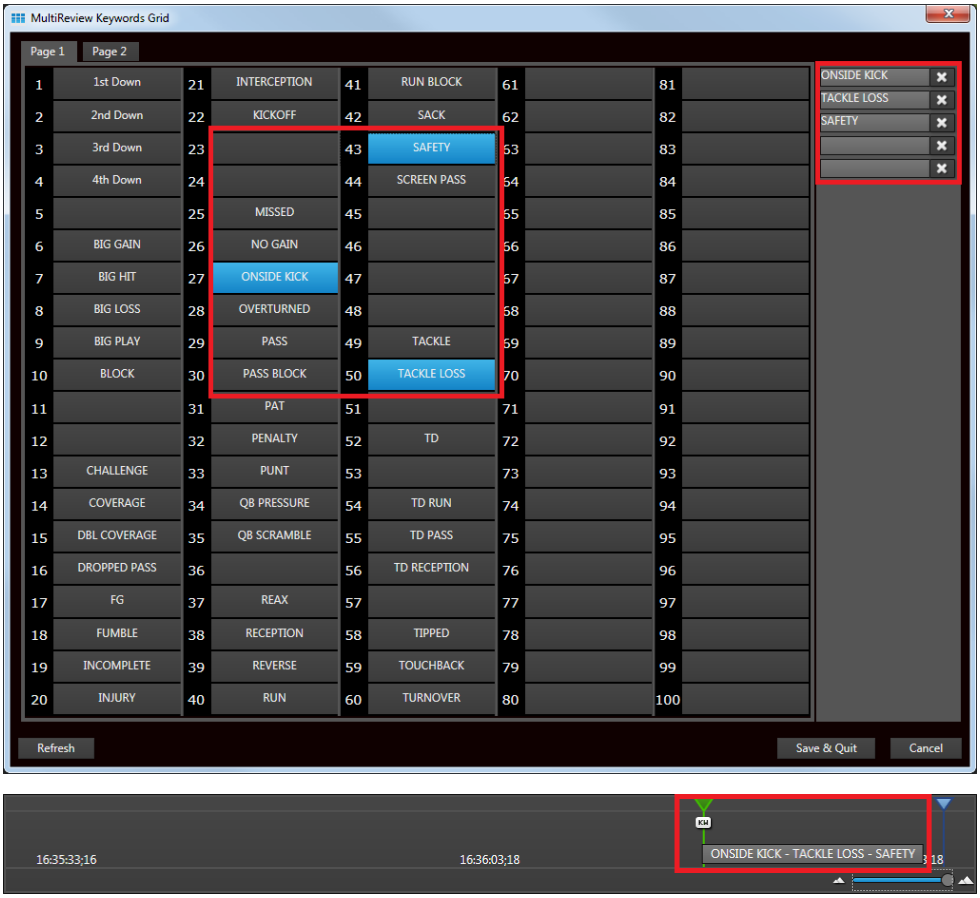
- If you want to add keywords on mark, please turn on **Add keywords on Mark in** Setting Menu**.**



- In Highlight mode, click the **Mark** button or the **Live** button to add a marker on timeline, and Keywords Grid will pop up.

6.3.2. How to Add Keywords on Mark

1. Click the certain keywords supplied on tow pages when Keywords Grid pops up.
2. Click the **Save and Quit** button. Then there will be a green marker with a keyword button on the timeline.



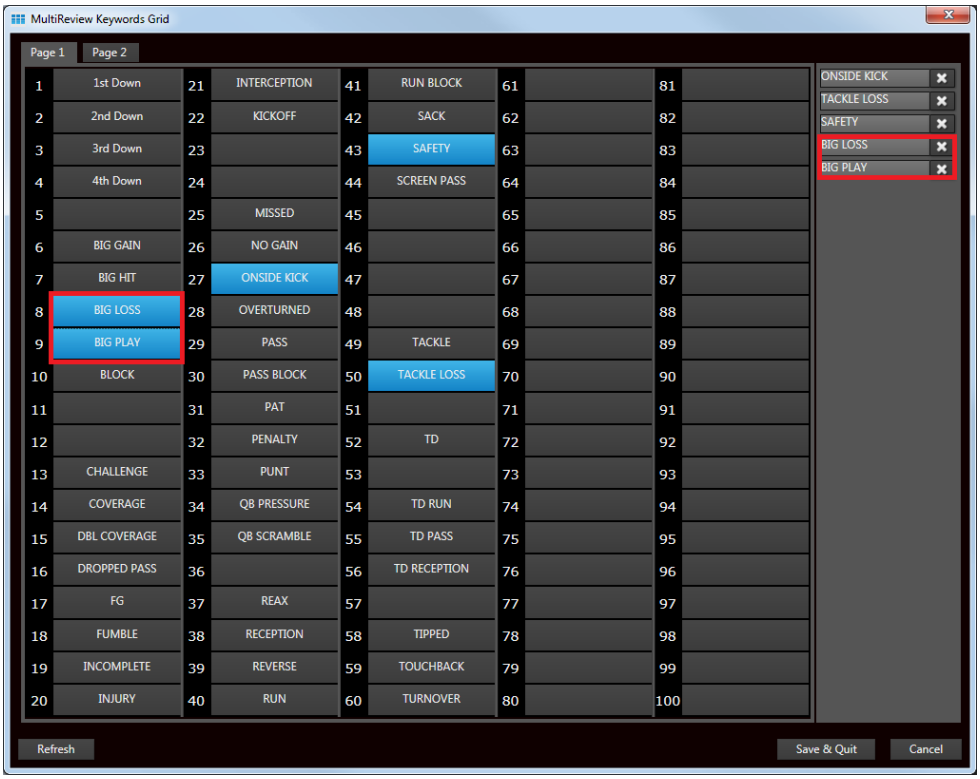
Note

- You are allowed to add five keywords to each marker at most.
- If **Add Keywords on Mark** is Off, the **Keywords Grid** will not pop up when you add a marker or make live.The keyword button on the marker is gray, however, you are also allowed to edit keywords of the marker. (see section 6.3.3 How to Edit the Keywords of Markers)

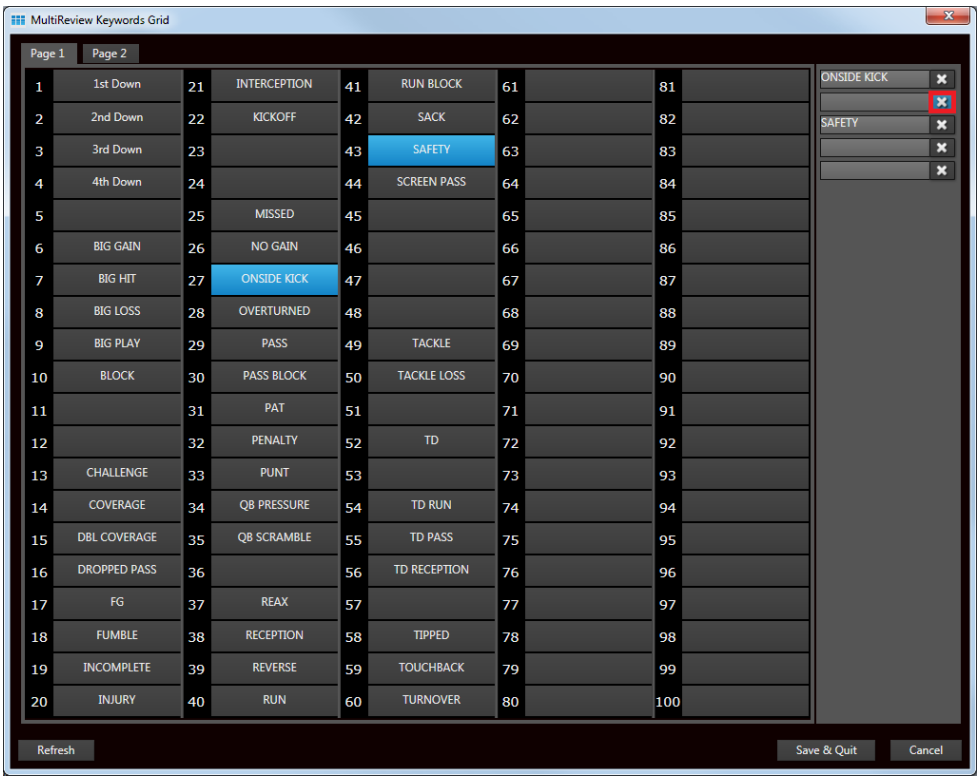
6.3.3. How to Edit the Keywords of Markers

To edit the keywords of a certain marker, proceed as follows:

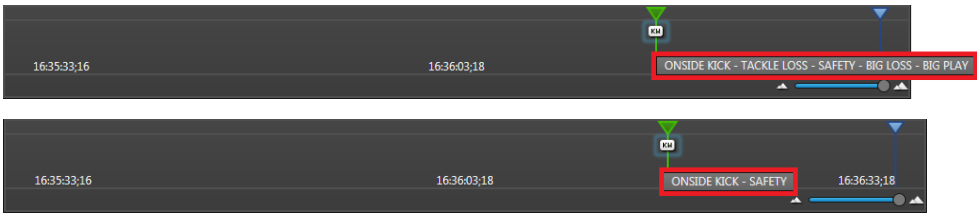
1. Click the **KW** button on the marker. Then the Keywords Grid will pop up.
2. To change or add more keywords of a certain marker.
   - Click the specific keywords which you would like to add on the certain marker.



- Click in keyword list area to remove the specific keyword. Then the certain keyword will be removed from keyword list area and not be highlighted in selector area.

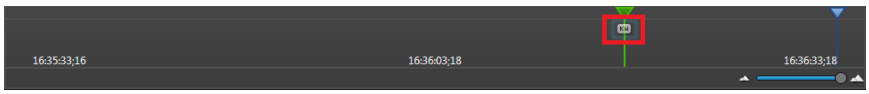


3. Click **Save and Quit** to save the change.



Note

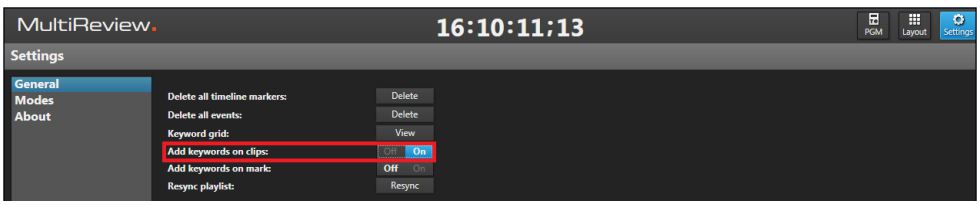
If you delete all the keywords of the certain marker, KW will be in gray on the marker.



6.4. Add Keywords on Clip

6.4.1. Introduction

- To add keywords on clip, turn on **Add Keywords on Clip**.



- When you create a playlist and fill the playlist, the Keywords Grid will pop up in different Modes.
  - **In Highlight Mode:**

    After clicking the**Save** button (see section 5.2.3 How to Fill the Palylist), the Keywords Grid will pop up.
  - **In Smart Replay Mode**

  a. After creating a playlist and filling the playlist, (see section 5.4.2 or section 5.4.3), there is a keyword button, KW, in each thumbnail in the playlist.

  b. Click the **KW** button which is grey in the thumbnail, then the Keywords Grid will pop up.

Note
No matter when Automatic Load on PGM is ON or OFF,the way to add keywords on clip are the same. Therefore, we only make that Automatic Load on PGM is ON as an example in this manual.

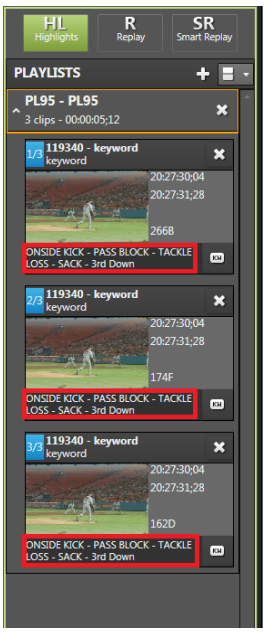
6.4.2. How to Add Keywords on Clip

In Highlight Mode

Steps

After the Keywords Grid popping up, to add keywords on clip, proceed as follows:

1. To add keywords on clip in Keywords Grid, see section 6.3.2 How to Add Keywords on Mark.
2. Then click the **Save and Quit** button, and there will be thumbnails with keywords presented in playlist.

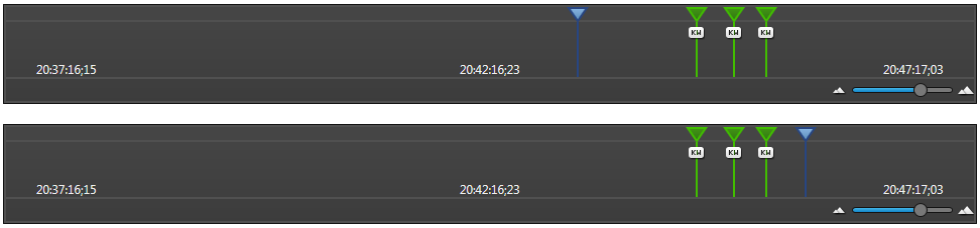


Note
The keywords of all the created clips are the same.However, you can edit them respectively.(See section 6.3.3 How to Edit the Keywords of Markers)

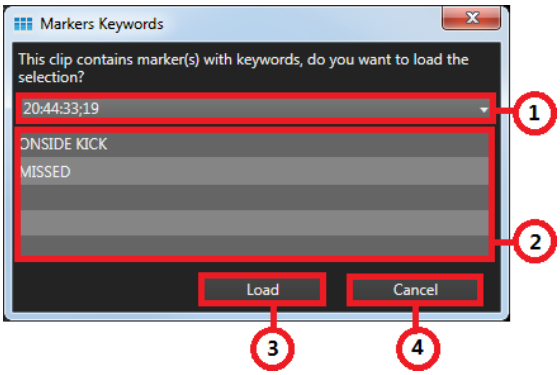
When a clip you are to create contains marker(s)

When a clip created contains marker(s), then you are allowed to choose to load the keywords of the marker(s) on your clip. To add keywords on clip, follow the steps below.

1. To create a clip which contains markers, see section 5.2.3 How to Fill the Playlist.



2. After clicking the **Save** button, then there's a window popping up with the Keywords Grid to ask if you would like to load the keywords of the markers on your clip.



The components of this window:

Part	Area/Button	Description
1.	**Timecode of Marker Area**	You can select the specific timecode of the marker here.
2.	**Keyword List Area**	The current keywords of the marker you selected.
3.	**Load**	Click **Load** to load the keywords of the certain marker on clip.
4.	**Cancel**	Click **Cancel** to quit loading any keywords of the makers contained by the clip.

3. There are two choices for you:
   - Click the **Load** button, then the Keywords Grid with the highlighted keywords will pop up.
   - Click the **Cancel** button to add keywords on clip by yourself.

In Smart Replay Mode

To add keywords on clip, follow the steps in Highlight mode.

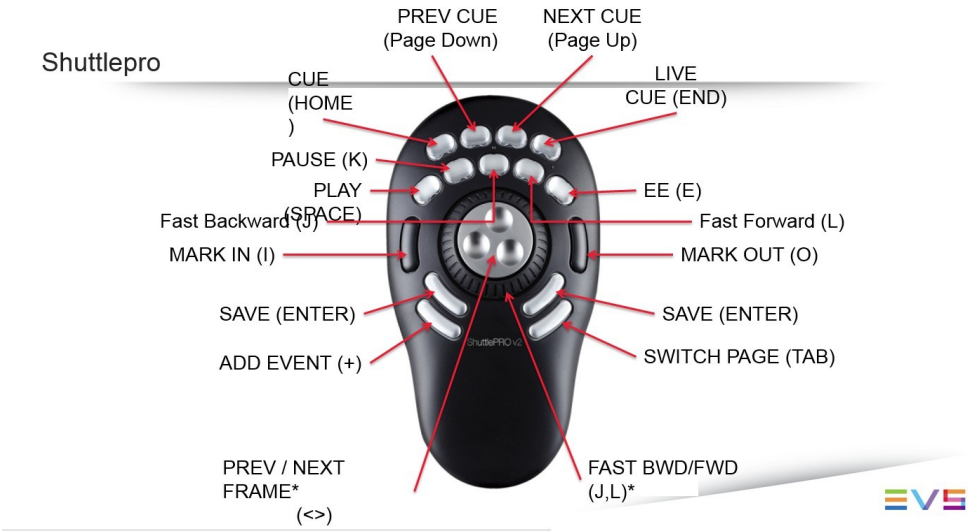
6.4.3. How to Edit Keywords of Clips

To edit keywords of clips, proceed as follows:

1. Click the **KW** button in thumbnail, then the Keywords Grid will pop up.
2. Follow the steps in section 6.3.3 to edit keywords of the certain clip.

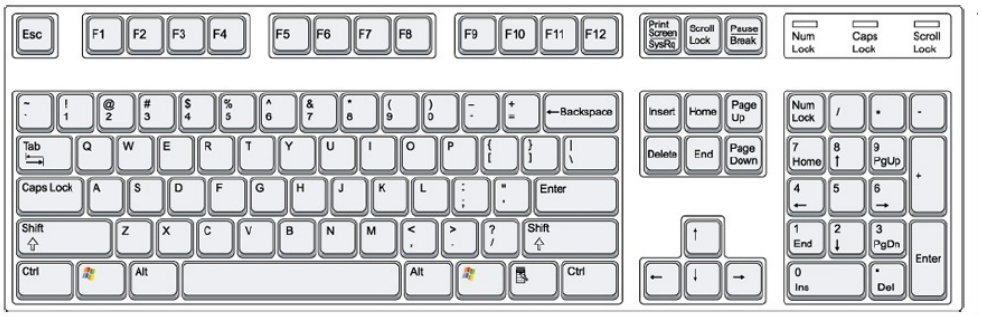
7. Shuttle Pro and Keyboard Commands

7.1. Shuttle Pro Commands



Note
When the wheel is released the MR has to be in Pause (K).

7.2. Keyboard Commands

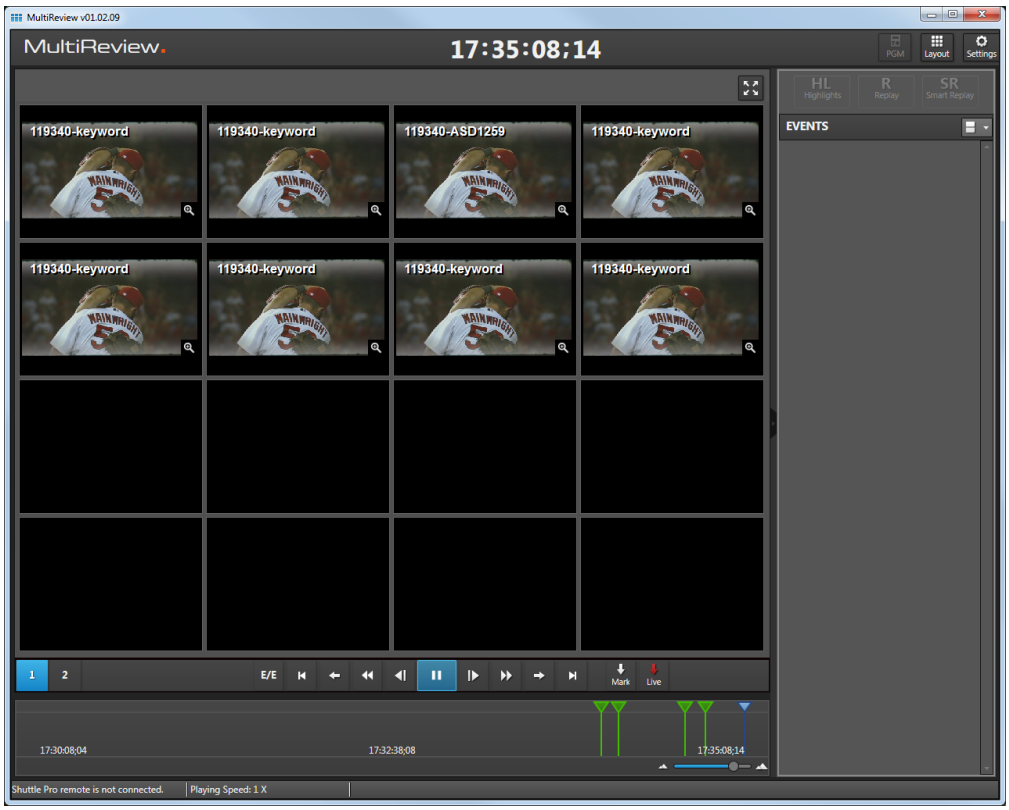


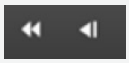
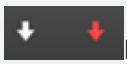
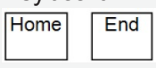
Button	Function
J	Play Backward (Speed increases at each press)
L	Play Forward (Speed increases at each press)
<	Prev frame
>	Next frame
K	Stop
I	Mark In
O	Mark Out
Shift + I / O	Go to Mark IN / OUT
+	Create new SB
E	E/E
Shift + E	Return
SPACE	Play/Pause
ENTER	Save clip (Highlight mode)
TAB	Switch Layout
ARROWS L&R	Prev/Next event
HOME	Mark
END	Mark Live
PAGE UP / PAGE DOWN	Next Cue / Prev Cue
DELETE,CLEAR CUE	clear the current cue
F1	Load Layout configuration 1
F2	Load Layout configuration 2
F10	Select Highlight mode

Button	Function
F11	Select Replay Mode
F12	Select Sync Replay Mode

8. Browsing Train in Different Methods

To browse a train with MultiReview application, you can operate with GUI,Shuttle Pro or keyboard on the growing train to mark the interest angels.



Action	Description
JOG	When the user jogs, the mosaic shows the jog position and the timeline is in browsing mode. • GUI:  Fast Rewind/Preview Frame • Shuttle Pro: • Keyboard: Fast Rewind/Fast Forward Previous Frame/Next Frame
E/E	When going back to Live timecode during browsing or in E/E, all cameras are at the same TC value. • GUI: • Shuttle Pro: • Keyboard:
Play/Pause	When the user makes a pause, all cameras are paused at the same TC. • GUI: • Shuttle Pro: • Keyboard:
CUE	When the user adds CUE in E/E or during browsing, the green marker will be added to the timeline for each CUE. • GUI:  Mark/Mark Live • Shuttle Pro: • Keyboard: 

Action	Description
Previous Cue	• GUI: • Shuttle Pro: • Keyboard:
Next Cue	• GUI: • Shuttle Pro: • Keyboard: